

BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

DECEMBER 1990



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# STRIDER 2

**REVIEWED  
ANOTHER QUICK  
SLASH**

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REVIEWED:**

THE SPY WHO  
LOVED ME \*

NINJA REMIX \*

CREATURES \*

CURSE OF RA \*

WHEELS OF

FIRE \*

BADLANDS \*

**AND LOADS MORE!**

If there's no tape on this  
cover, ask the Newsagent  
where the blinking flip  
it's got to!



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STORM



# ST DRAGON

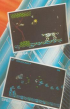


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Chris Age 1999

THE SALES CURVE  
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You can wander around a rather dark castle, slay the bad guys, run a successful games company, and sort of gobble up loads of dotty things, with this month's completely FREE plastic cassette thingy! *Nightmare* is based on the ever so popular Teenies show where contestants flap around with a bucket on their head, and is supplied by Activision. *Software House* is supplied by Cult, a subsidiary of D&H Games, and the other two are completely original!

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Sean Kelly, his name rings with credibility, *Strider* is signed to a tree and beats the heck out of it... Afterwards he likes nothing better than to have a cup of tea and a quick game of International Karate -. Here he looks at the greatest beats ever (probably)!

### 56 GUASAR - LASER LIGHT FANTASTIC

What do you get if you take a smattering of highly charged journals to go around shooting each other with beams of light? A group of even more highly charged journals going around shooting beams of light at each other. The YC Team decided to accept the challenge and Jeffrey Gray, he's not in the navy, reports.

### 62 IT'S SYSTEMATIC

Rik Henderson, and his double jointed bendy thumb, takes a trip to *Pinball* and the slinky affairs of *System 3*. He looks at their new releases, their old releases, and has a game of *Scatologic* for old times sake, just don't ask us why!



**STRIDER 2** - There's this guy who makes all kinds of machines, and do you know how he does it? By slapping all sorts of things, like golf's out his dropper and using it - isn't it disgusting??



**THE SPY WHO LOVED ME** - Another serious case of Bondage here with a *Baywatch* show disguised in a tennis club link with the early Roger Moore movie, the real crap ending, Sean Connery was much better, and we mean think so too!

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You can win something that's not very big, and made of cardboard. We're not talking about Ashley's brain here either.

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How many tips have we got, well quite a few actually! In fact we've got so many tips that we're opening a snooker case shop next week, Forest!

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The marshall mailman rattles his bag of letters and comes up with more abuse than you can shake a stick at.

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YC - PROBABLY THE BEST COMMIE MAG EVER!



# Commodore repairs

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# But First This..

*Yo* What's mundo, bodacious, wicked, rad, green and slimy? A copy of *YO* covered in smut! Well, how else was I to open this very last But First This except with a truly tacky and tasteless joke? 'Yip, it's time to confess that *YO*, after one year, will be changing to suit 1991. But none of that later, you want to know what's happening now!

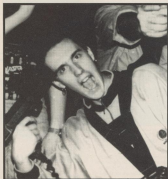
If you flap your mag around a bit you'll find a big crunchy thing in the middle, have a flick through it 'cause this is your absolutely, splendidly free comic featuring Fred Apocalypse, Flame Head, and Gwin' Eugene in a look at each of their lives in a way never seen before. And not only that but there's a 'out-out-and-clothe' Party with extra manly add-ons to make him look even more wild than ever before.

To complement this though, next issue has another wicked free gift with the inclusion of the Post Apocalypse board game (as we mega-generous or what?), with tonnes of cards, counters, board and a game to coincide with it on the tape. And for a few issues after that, there'll be more data on cassette, more cards and more characters to collect in order to expand upon the basic set (although everything you need to play for four players is included next ish).

Also it's our birthday issue! Why not send us a card, the best ones **WILL** be rewarded! Next month and we will be one year old (as *YO*). And to top it all, there'll be more pages, more colour, more reviews, and a brand spanking new look (that's got his thinking cap on)...

See ya around sometime (probably!)

*Rik Henderson*



## DATA ....WITH BEN



## OH MY GOD!

The New York Mafia have landed in Grumbyland! These Masters of

Picture" and the forthcoming film "Godfather III", which is to be premiered in the UK in March 1991. The third of this highly acclaimed series stars Al Pacino as Michael Corleone and Andy Garcia as Vincent Mancini and continues the legendary saga of the Corleone family and there is said to be more than one blood bath! The new chapter also stars Diane Keaton, Talia Shire, Eli Wallach, Joe Mantegna, Bridget Fonda, George Hamilton and Sofia Coppola (wider than a mere Home and Away cast).

There will be a double helping of Godfather - The Computer game as US Gold will be releasing a high level interactive-adventure game for grown-ups and babies and an action game for kiddies and grown-ups wanting to be kiddies. Godfather II



Licensed product are hoping to get "a head" of the competition with their latest cop "The Godfather" - and I wouldn't try and get in their way!

This powerful license includes the rights to both "The Godfather" and "The Godfather II", both of which were awarded Oscars for "Best

the film and Godfather the games will be emerging on a screen near you in March 1991.

## SHOPS AWAY!

Forget Oxford street and the pretty

6th to 9th December  
Wembley  
Conference  
Centre



lights - for your true Christmas Shopping put on your battle gear and get on down to the Computer Shopper Show 1990 at Wembley Exhibition Complex on 6, 7, 8, and 9 December, where there promises to be bargains galore!

Not only will you find an Master's Case of computer presents but loads of side attractions to keep you entertained and well advised. There will be a major Advice Centre and in keeping with the Wembley venue a Computer Football Association Challenge Cup Final and the first European Cup of the computer world. You're bound to see Santa doing his rounds there as the Show is trying to get into the Guinness Book of Records with the largest number of Santas ever seen under one roof - and I thought there was only one!

TIE A  
RE-INKED  
RIBBON

is the computer industry about to

# EVY BABES !

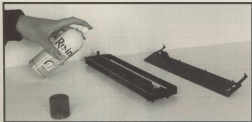


become a green issue along with ozone friendly hairspray and disposable nappies? Office 21 takes come up with their own answer to the 20 million computer ribbons thrown away last year called "Re-Ink," which not only helps save the environment but the computer users pocket!

The ink formula, which started off life in a bucket in the MD Simon Caspell's kitchen is sprayed onto the top of the fading ribbons. It then spreads evenly as it dries giving a better than

new quality black print. A tin of this wonder stuff costs £12.95 and can replenish ribbons over 30 times.

Think of all the savings! The only problem is - what do you do with the empty tin!





apart from just telling the time can also vary the speed of the player and the speed of the auto fire.

This Board-acious product is in the shops now priced at £24.99 and for the games player who thinks to him everything would make a super Christmas stocking filled

## STARS IN THEIR EYES

"Star Performer" is the name of a new budget range from Electronic Arts. And why not - cos they're all re-releases of games which at full price took the stage by storm. The games costing £3.99 on cassette and £8.99 on disk cover a range of categories including simulations, adventures, arcade and Fantasy

## PLAYING AGAINST TIME

Joystick Kings, Spectravideo have launched a new innovative stick called the Mega Board to their impressive range, complete with well on nearly everything but the broken sink, this stick does everything apart from time travel itself!

What's new about this one I hear you ask - well, the stick is fitted with double digital stop watches, which count both upwards and downwards in time and which if used to best effect can enhance gameplay no end! For instance, if in two-player mode you can time each other's performance and compare results. Think about it logically dudes - one-player games can be made into two player games! If you're on your own (jerrie, sniffle) you can check your own performances against each other - use one clock to indicate your best time and the other to measure current time. The clocks,



## Role Playing.

The first titles available for your Commodore 64 will be *Barb's Tale II* (disk only), *Caveman Ugh* (symptoms) (disk only), *Chuck Yeager's APT*, *Female Formula One*, *Slake or Die*, and *Sarkislofton* (disk only). For more news and reviews, forget the Sky at Night, read YC instead!

# WARGAMING FIASCO

The Leeds Wargames Club will again run its games convention FIASCO on Saturday the 29th June 1991 at Amley Sports Centre. And it promises to contain a bigger and better PBM content than before. FIASCO hopes to have over 20 PBM traders with some running demo games. There will also be PBM talks and the FIASCO PBM games awards. If you wish to take part in the voting or just want more information drop John Smith a line at 27 Amley Grange Rd, Leeds, W Yorks, LS12 3QB.



## THE DREAM TEAM

The YC Review Team Detail what they did on a cold February night...



**Rick "Burger" Henderson**  
With all that scoring and whosoping Rick got a bit nervous and hid under the sheets of his bed. "So first I thought and Scotland was in the attack until I heard a line voice saying 'sorry for the guy', and I realised it was November 10th what a card... eh?



**Ashley "Rocket" Gifford-Culme**  
Ash scored a Black, black and a funny pointing hat and when it was pointed out it was Henderson was a few nights earlier he said, "Yes, I'm off to take up the House of Parliament!" Unfortunately it was closed so he went down to Max Donalds instead.

## THE SCOREBOX

Each game is given different ratings in the form of a wonderful bloody dimension (which the change of value from '0' to '9' wonder to make it even more fascinating).

**Graphics (out of 10)** - This is what we think the games appeal is presentation wise and graphically.

**Sound (out of 10)** - Does the music grab? On the sound file some games go mad!

**Play Factor (out of 10)** - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?

**Half Life (out of 10)** - How long will the game hold your interest? Minutes? Hours? Days?

**Overall (out of 100)** - This is the personal rating given by the reviewer (which you may think the game is).

**00-10** The game is so abhorrent that the only reason anybody would ever want to see it is for novelty value.

**20-30** Horribly dull, and not interesting in the slightest. Bland. Boring and dull and you fight the general idea of what I'm talking about.

**50-70** Not too bad, and probably somebody's cup of tea, although we'd rather stick to ginger beer.

**70-90** A good game with more going for it than most, it'd be best to check these ones out in the shop before you buy them.

**90-99** So good and buy immediately. These games are hot! So hot in fact that you'd be dumb for leaving them into a non-reviewing state. Any game getting this score are announced as YC Fan Games (the YC and all non-reviewing).

and

So game has just got the rating, and any game to ever get this would be the best that anybody would ever see in the country! So, you'll know when a game has good scores around because all the games players in the world would wander around and bump into airports and things.

## skorebox



overall **84**

# U.S. G

CEM 44-128 & Armored Assault & del.  
Spectrum cassette, Arranger & Alton ST

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CSM 64/128 & Amstrad cassette & disk,  
Spectrum cassette, Amiga & Atari ST

# first this Christmas!

## ON THE TAPE

4 FREE GAMES, ALL AS STIFFY AS A DEAD RABBIT'S EARS! YOU FIND A FREE TAPE AS GOOD AS THIS ONE AND WE'LL EAT RIK'S SOCKS (A PRETTY SAFE BET, WE HOPE).



## RUNNING ORDER

Side A: Nightmare, Mobster

Side B: Software House, Limbo II

## KNIGHT MARE

### (Activision)

Welcome to the game...

This is the Time to end all Time.

This is the Time out of Mind.

This is the Game out of Time.

And the game to blow your Mind.

"Welcome Watchers of Husion.

To the Castle of Confusion. I am known as Treguard, Master of the Dungeons.

Now is the time that your first quest calls  
From Dementia Castle's

dark  
halls.

Fighting the evils that  
creep here  
From depths, things that  
feed on fear.

Spell casting use in times  
of need,  
If ever you are to be freed.

Warning! Warning! I will  
watch you  
And give an occasional  
clap.

Here be Graces of good  
and bad fame:  
One named Rarius, one  
Buggans.

Quit them when you need  
advising



On all sorts of things surprising.  
But the first Nightmare quest is yours  
To win or lose (or die, of course).

For here nothing is real  
And all must surely be an illusion.

So just keep telling yourself:  
'It's only a game...'  
Isn't it?'

Let us enter now the book of legend...

I place you somewhere in time, in a land where strangers are not welcome. Survival is your aim, knowledge is your target. Search the dungeons and rooms of Damocles Castle for the objects which may help free you from the clutches of the dark castle and its fantastical inhabitants.

Your advisors are two oracles, who act as clue givers. One oracle is good, and often gives correct clues in the form of riddles etc. The bad oracle will do everything it can to throw the knight into certain danger and death. The knight may consult the oracles, but only one will answer, and may not be cross-examined by the knight. By carefully studying the contents of both oracles' statements, valuable clues may be learned.

Your life force is represented by a candle at the edge of the page. It will decrease throughout the game. Life force is further decreased each time the player is hit by a guard, for example, and life force never increases.

Each page of the book details some place within the castle, into which life is breathed when you direct the knight into it. The dungeon master and oracles watch over all of the knight's actions and each may appear from time to time to offer comment.

## Controlling your knight

The knight cannot see due to the necessary full-faced helmet. And so you must use a joystick and keyboard keys to control the movement of your knight.

The keys are:

Fire - 'a'

Move Left - '←'

Move Right - '→'

Move Down - '↓'

Move Up - '↑'

Pause Game - 'F1'

Resume Game - Use Fire

Quit Game - 'Q' Then 'Y'

Start Game - Use Fire

## View Words - 'SHIFT' Enter Words - 'RETURN'

Certain inhabitants of the castle will ask you questions and give you problems to solve. Warning! Read the questions very carefully before you select an answer or solution. Confirm your selection by pressing the fire function.

To perform specific functions within the castle, you may use one or two word commands.

Select the first word of your required command by pressing the first letter of that word. If the speech bubble at the top of the screen does not display the word you require, press the shift key. This will show you the next available word.

When the speech bubble displays your required first word, press the Enter Word function. A second word will now appear - again, you may alter this word by pressing the first letter of the required second word or the shift key to cycle through the available words.

When both words together make the command you wish to use - in, open door - press the Enter Word function key. This command will now be issued. Be very choosy!

If you press 'D' and the word 'Drink' is displayed when you wish to drop something, press the Shift key until the word 'Drop' appears. Press Enter Word function and select the second word in similar fashion.

You may repeat your last command by pressing Enter twice. You may change the second word of your instruction before pressing the enter key a second time if you wish. To show the available command words press the Shift key.

Certain commands, such as Load, Save or Quit are one word commands.

To see your inventory (the things you are carrying) press the 'I' key.

## Spellcasting

Merlin's Magic. You'll have to work out how to gain these magical powers, but beware! These powers require experimentation - some of them are good, some of them are bad, you must establish for yourself which is which.

We know very little about the spells available but old spell books tell us the following.

To use a spell, you must select the word SPELL as the first word, then the name of the spell as the second word, then press Enter or the Life button to execute that spell.

Note! You first have to find the spells. **AVAIL.** This is a large, cold voice and, which hovers at the top of the screen, causing evils to be squashed into the ground.

**CASPAR.** Casper the key. May be used on certain doors within the castle.

**ALCHEMY.** Turns characters to a solid gold sphere. Most objects turned to gold may then be collected by the knight as treasure.

**ICE.** A rain cloud will form and freeze everything. As soon as the cloud evaporates the characters will come back to life.

**TURNS.** Turns characters into 'warty' leech.

**METAMORPH.** Turns characters into different characters.

## Fighting

In order to fight you will need to find a weapon, such as a sword, then by moving next to the character you wish to fight and pressing the fire function repeatedly you will be able to engage in combat.

You may also pick up bricks to throw at other characters. To do this you may either use the instructions to tell you knight to 'Throw Brick' or you may set the first command word to 'Throw' and then use the fire function to trigger the throwing.

## Saving and loading

If you choose the command 'Save' this will save your current position for future usage. You may return to this position by selecting 'Load'. Please note, this is a RAMSAVE, and is not saved to cassette or diskette, and so if you switch off your computer you lose your original position.

They say that life is but a game  
Be welcome to the game...  
Where you can lose it;  
Your life, that is.

## MOBSTER

Mobster is fast, furious arcade strategy game set in the dog-eat-dog world of 1930s Chicago. As the boss of a small gang of disgruntled thugs, your ambition is to claw your way up the slippery ladder of organised crime by taking on business opportunities, or should one say organised massacres that come in other than day to day.

The strategy decision screens in Mobster are very user-friendly. They use a joystick-pointer system, so you just point and press to select an option.

## Getting the scam

The game opens on the information screen. This does not allow you to input any commands, but just displays basic information about the gang. Your gang starts with:

- 3 members
- 2 shotguns
- 18 units of booze
- 1 machine

The gang's overall morale is 5, and each member is being paid \$18 per day. Your total starting capital is \$500.

Money makes the underworld go round. This is what you're trying to gain, and since you've got it you can spend it on weapons, paying off gang members, new mercenaries to carry them, and booze which can be pushed at a profit or used.

To get money, you must take on one of the 'jobs' on offer, or sell some of your stock of booze. Every day, four different jobs are on offer. To view these, select the VIEW JOBS option using the pointer. A specimen job might read:

JOB #1 TAKE OUT A MURDER MAPA CRUISE ROAD ON 44TH STREET FOR \$2400.

Malice hoods are moderately skilled and therefore hard to go up against. The other options are police, the most difficult, and civilian, the least. The size of the operation, small, large or major determines the number of snipers you must shoot to gain control and complete the job. The fee, of course varies with the difficulty of job.

## BONUSES

If you complete a job, various bonuses may be awarded. Kneeling over the booze ring, alone, would award you extra booze. A protection racket will get you extra money, a headquarters, extra gang members and an automatic extra weapons. You don't always get the bonus.

To accept a job, you select one from the View Orders menu. Just point to the job you want and press fire. This menu also allows you to buy and sell booze and issue them to the gang, and purchase other things such as weapons and cars, providing you have the money. You can also increase the gang members' wages, if they are getting restless.

When you have selected a job, you can choose the resources you wish to devote to it, including gang members and time. Remember you can only get six gang members in one time. You can also select how many weapons to use. These can be shotguns or submachine guns. Submachine guns are far faster, but are more expensive and use up more

ammunition.

## Into Combat

After selecting and equipping your force, you proceed to the combat choice screen. This allows you to Attack or Retreat. After every attack you return to this choice, but to attack you must have hoods and weapons left. Retreating without completing the job may badly affect morale.

Selecting Attack will get you into an arcade shoot-out. You will be faced with a view of the buildings holding the operation you are trying to take out. The enemy snipers will pop up in windows and on roofs, and you must shoot as many of them as you can as fast as possible.

The targeting cursor is a circle controlled by the cursor. This is not the gunsight, however. The sight is a set of cross-hairs which has a certain inertia - it may take some time for it to home in on the target, making life much harder.

Be careful not to waste ammo, as running out may lead to the loss of men and weapons. If the snipers are left standing for too long you may also take losses.

If you shoot enough snipers, you get paid, gang morale rises and you stand a 50 per cent chance of getting a bonus.

## Keep the boys happy

Bear in mind that morale is crucial. If the gang's morale drops too low, the treacherous bunch may well shoot you in the back. At the very least, their performance drops. Morale may be preserved by paying higher wages, or issuing some of your stash of booze to the gang members.

Got the picture? OK, now off you go. Oh and remember - let's be careful out there!

## SOFTWARE HOUSE

All the trials and tribulations of running your own software company. Can you be a successful director of an up and coming software house? You have the program - now it's up to you to fill all we can give in the way of instructions? Yip, sure is!

# LIMBO II

We now present for your entertainment and amusement the updated version of Limbo (previously published on the PC tape), aptly titled Limbo II - Planet Dorian. As before, plug your joystick into port 2 to move. Miscellaneous around each core. The idea of the game is to clear off of the backs of the squares whilst avoiding the different guards. Contact with these or the scrolling background results in energy loss. Flashing squares will electrify you. Blocks with moving squares on them are random squares, if you move onto one of these and press the fire button, something at random will happen. It could be good, bad or extremely bad. Squares with moving arrows on them but you off in that direction. That's all there is to it!

POPPED YOUR CASSETTE IN AND FOUND THAT IT DOESN'T WORK? THE CATS FEED ON THE COMPUTER ON THE TAPE IS FAULTY! IF IT'S THE LATTER, POP THE CASSETTE IN TO A JEFFS BAG AND SEND IT TO:

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## THE PLAYS OF THE HOUSE

CONCLUSIONS

1000

[illegible]

### ORDER FORM AND INFORMATION

All orders and FIRST CLASS SUBJECT is available. List #1 in the computer and send to: SCOTTDALE-CITY, Unit 4, The BOC, 27 Temple Street, Scottsdale, AZ 85261.



— **8. INCUBATION PERIOD**

\_\_\_\_\_

[illegible]

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**Figure 6**

\_\_\_\_\_

[illegible]



## 5. 1ST PRIZES

These two big and crunchy cardboard things can be yours, honest!! As modelled by the hunky Cole brothers, Adrian and Mark.

**TWO WONDERFABULOUS CARDBOARD CUT-OUTS OF FLIMBO'S QUEST AND NINJA REMIX THAT YOU CAN STAND UP IN YOUR BEDROOM AND MAKE ALL YOUR FRIENDS WEEP AND WET THEIR PANTS IN JEALOUSY! NOT ONLY THAT BUT THEY MAKE GREAT FIRE FUEL!!!**

### THE TASK AT HAND

You have to get out your crayons and draw or paint a scene starring the Last Ninja. Don't worry if you can't draw as we'll be looking for originality in preference to artistic brilliance. It will be judged by Rick Henderson and Alan Lathwell (YC artist).

### THE ADDRESS:

YC, 20 Petters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

Remember, don't fold your artwork and make sure it's on plain paper!! All the normal compo rules apply! The closing date is 15th January 1991.

**TWO GREAT WINNERS!**



THALAMUS

**ZANY!**

**ADDICTIVE!**

**CRUEL! WILD!**

**WHACKY!**

**IRRESISTIBLE!**

**FUN!**

**TEAR-JERKING!**



# CREATURES

CLIVE BUCKLEFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-HIDDEN SLIME

By Apex Computer Productions

"We pick for 1990"

"Superbly thought out and slickly executed"

22 APR 94 Gold Medal 96%

Voted YC FUN ONE 91%

CBM64/128

£9.99 Cass £14.99 Disk

Amiga and Atari ST £24.99

**FREE!**

**A FUZZY WUZZY  
IN EVERY PAGE!**



**CUTE  
AND  
CUDDLY  
CHAOS!**

GET INVOLVED IN THE  
Craziest Cartoon Game EVER!

Maximus Mouse has to survive the hot  
HemlockStripes for the grand Opening Day of  
Summer Camp - but where is it?

Screen after screen of madcap action,  
addiction and the most colourful collection of  
cute, crazy but deadly characters you're likely  
to find!

It's the arcade game that ticks your funny  
bone but could wreck your vacation...

Voted YC FUN ONE 93%

# SUMMER CAMP

By John Ferrari

CBM 64/128

£9.99 Cass £14.99 Disk

Amiga

Atari ST £19.99

Thalamus Limited, 1 Saturn House, Calveya Park, Aldershot, Berkshire RG7 4QW Tel 0734-817361



**US GOLD**  
£9.99 Tape  
£14.99 Disk

Strider is back with a capital Stride. His commercial life may through the roof in US Gold's latest, and possibly greatest, coin-op conversion.

**T**here's this guy out, and he's not known for getting out his

tooths from outer space slipped down, belayed around a bit, and made off with some test who just happens to look like Mario Whittaker. Now if this was THE Mario Whittaker we'd not even bat an eyelid, we might even have a street party, but this gorgeous being in the female should just so happens to be one of the most influential world leaders on this planet.

Now you must get on your hars whisks (is that why they call him Strider?) and rescue the fair maiden, otherwise the knitting club may get to hear of your arrival.



# STRIDER



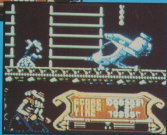
chopper in sticky situations, weaving in front of turrets and watching other people die in awe. This sort of behaviour would have been liable to get this fellow looked away for the rest of his life if he wasn't Strider, the ruler of wrings and habitual slashes. And even then he'd have to perform a few 'fascism' for the local constabulary.

One of the favours that he has been roped in to perform is under his antisocial habits comes straight from the top, from the leaders of the world themselves. They seem to have gotten themselves into a bit of bovine, 'cause whilst they were arguing about a new world wide currency, and who could have the last jam scene, some big bug eyed

activities and ban you from the coveted circle. All you know though, is that there's being held on the planet Magenta, and that's at the end of five levels of grueling gameplay.

The first level finds you in a forest where you have landed your transport and you must make your way to the two towers (the outer defence of the planet), which is the second, and you must progress through five areas of the planet in order to finally rescue the pretty politician.

Each level is HUGE and consists of an immense amount of mapping, 'like the only way you'll complete it is by an utter fluke. There are tonnes of Magenta (7) to stop you from getting even to the local chip shop let alone all the way to the final



squishier, and even if you manage to weather your way through those you have to face big munchy end-of-level guardians before you can progress. But Strider has a new power in the sequel, you see, if you collect the icons that are scattered around and you manage to collect enough of them, you'll transform into a big bad megal, I'll eat your spleen, robot with extra firepower. If you don't then you'll probably fit into another can

as well as his wobbly sword, which he can use when he is stationary, and sometimes it will be essential to use it. And as well as the little chap's amazing acrobatic powers, he's able to scale walls and climb up ropes and chains too (ensuring this fellow isn't he!) and you'll need to do lots of that before you!

The major thing that Strider II retains from its original is the great, and smooth, gameplay. There's nothing more satisfying than a quick

## scorebox

6	8	8	8
9	9	9	9

overall **89**



afterwards, a can of dog food.

Another difference between this and the former is that Strider now possesses a gun



slash to surprise the opposition, and the sweep of hot laser fire belching from your sword sparks any unwanted company. The graphics though seem to have changed quite drastically and the colours aren't as pretty as Strider, although when you consider the fact that the levels are much larger than they were in the original you probably have your answer.

The first game was a Capcom coin-op conversion and the news is that this is going the other way round, it has been designed and programmed by Taito.

(responsible for LOADS of games) and Capcom will be converting it INTO an arcade machine. Although Strider II reminds me a lot of Turrican (and Turrican 2) it has suitable differences that just beg fans of the original and arcade adventures to buy it. It's a rocket, tootin', smashin', smashin'-up and it's darn well proud to be that way.

## Fax

### Bride & Black Horse

Strider is another name for a pair of trousers, so is chaps and pants.

Andy Stewart had a big hit with the song 'Donald Where's Your Trousers' which was quite surprising because he'd spent his time writing, and people usually like their record sleeves grammatically correct.



## STUCK EM?

GOT A PROB WITH THE GREATEST OR LATEST? CAN'T RELEASE THE DOOFER FROM THE OOJAMAFLIP? CONSULT EUGENE'S BIG BOOK OF SLIMEY TIPS AND YOU TRUBBS WILL BE OVER...

**T**oo ooze or not to ooze, that is the horrible messy glop on the floor. Oozin' Eugene once more gets out his big book of dodgy doings and shows

manage this rank. Captain Cokostony - Two free games here. General Gange - Your tips would have to be absolutely stunningly wrong for this. If so you'll find yourself on a dog out two min-playing with the YC team.

## BEACH VOLLEY (Ocean)

later on.

4. Build up your money in the easy early levels. Some creatures (like the egg of level 3) always give you money, while some like the small walkers of levels 1 and 3 only give you it a few times at the most.

5. Be careful, when you duck, to release down before the on bridges, etc. You could accidentally fall to your doom!

# OOZIN' EUGENE'S

Jeremy

Beadle who is more cunning...

Here we are again, with another pet parrt of excellent cheats to help those that haven't got the time to sit glued to their monitors all day, because they've just discovered other things like girls, boys, and aliens called Nigels.

And once again we see the format change a little, as the famous table mentions the tipsters of the month, with some of their ugly monikers, and the prizes that they've won, allowing for the tips themselves to be free flowing.

## RANKINGS

Private Post - A badge and a chance to clean out Scum city's loos with a toothbrush awaits those who get this rating.

Corporal Oust - A T-shirt is the reward for this honour, generally without the sweat stains.

Sergeant Shine - A free game on cassette or disk is for those who

put a great game but never mind. When the computer serves to you 'dig' the ball towards your partner as normal, then run off to the left. The partner will help it towards you, but the landing cross should be outside the area. Let it land and the cliff bug gives a point to your side. Bam. On your serve the best thing to do is the pump serve, it occasionally beats the opposition (unless the useless normal serve).

## FLIMBO'S QUEST (System 3)

1. Of course the first thing to buy is the **SUPER WEAPON**. It lasts for the length of 1 life-only though.

2. Buy at least one unit of time each level.

3. NEVER save up for a **SUPER SCROLL**. If you do, and get past a tricky level like 4 or 5, you will be confronted by an even tougher one, with barely any time or money. Perhaps buy a normal scroll or two

## BLASTBALL (YC Tape - April '90)

1. For the later levels an enlarged ball is essential.

2. Be careful from changing from enlarged ball to being small (which can be disastrous).

3. When aiming a caught ball don't take too long or the ball will fly off on its own accord.

4. The laser can destroy otherwise indestructible blocks, useful for getting to others behind it.

## DRAGON NINJA (Imagine)

1. The jump then kick is utterly brilliant for end of level battles (all of them). Repeatedly use it and they won't stand a chance.



2. If you keep using a certain movement, some badies will get wise to it and know how to defend from it. Change your attacking movement now and again.

3. In the final level, on the helicopter, don't fall off or do a high jump. Similarly, don't go off the truck or the train, or there goes some energy.

4. Turn off the computer before the end screen comes up. It is so disappointingly pathetic, you'll throw up.

## PIPEMANIA (Empire)

Here are some codes.

L5 - RAHA  
L9 - GRIN

## IMPOSSAMOLE (Gremlin)

Get a high score and enter your name as JUNKLERS. Then play the game again and when you get a high score enter your name as one of the following:  
HEIMZ - For those weapon power bars.  
JANNEFRANK - For a low energy top up.  
LUMSLAK - For double length energy bar.

## KLAX (Domark)

Start Klax as normal and select the first wave. Press CAPS LOCK and at any time during the game press SPACE. While holding SPACE down press 3 to skip a level or press 4 to start on level 100.

## NINJA SPIRIT (Activision)

Type YODHA on the title screen for infinite lives.

## KENNY DALGLISH SOCCER MATCH (Impressions)

Turn off your computer before you throw up.

## CHAMBERS OF SHAOLIN (Grandslam)

On the swinging ball round, go to the right of the screen.

# SUM OF THE EARTH

L13 - REAP  
L17 - SEED  
L21 - GROW  
L25 - TALL  
L29 - YALI  
L31 - SHEL

## TEST DRIVE 2 (Accolade)

Press 'G' while driving along to advance levels. This cheat does not work if you press 'G' while stationary.

## X-OUT (Rainbow Arts)

Press escape while playing on a level when you have low energy and you jump to the next level's shop and start the next level with full energy.

## DELIVERANCE (Hewson)

To get onto levels 3+4, load them in after 1+2 and type in RJMANSOL. This enables you to start level 3 with 7 lives and 22 tactics.

To get onto levels 5+6, load them in after 3+4 and type in ASEP FINEE. This enables you to start level 5 with 8 lives and 21 tactics.

## INTERNATIONAL 3D TENNIS (Palace)

When you are serving hit the ball too far on your first serve. The computer will usually miss the ball on your second serve, RLB. This cheat will not work in the finals.

move around kicking the air and the ball will soon start to move. Keep this up and the ball soon knocks the door down to block one water pipe.

## ALIENS (US VERSION) (Alternative)

When you are asked your status code enter:  
00007 - To get to operations.  
00010 - To reach the maze.  
70000 - To reach landing bay.  
Note I didn't include the last code, that would make it too easy.

## NEMESIS (The Hit Squad)

At title screen hold down SHIFT and press SPACE until a 'G' appears at the top of the screen, you will then be invincible.



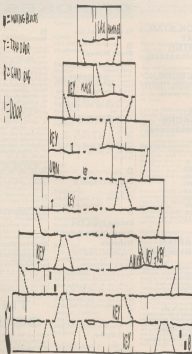
KEY:

B = MOUNTING BLOCK

T = TRAP DOOR

D = GROUND DOOR

I = DOOR



## INTERNATIONAL KARATE + (System 3)

Before you play read the high scores table and do what it tells you.

## A ROCK STAR ATE MY HAMSTER (Codemasters)

For a very cheap group that will soon achieve success by giggling, load 'Sydney Sparkle' from the data tape, rewind the tape a little, load him again and repeat until you have four of him.

## NINJA MASSACRE (Codemasters)

Now that this is re-released on the Quattro Combat compilation here are the codes:

L5 - SNOW  
L10 - BEER  
L15 - STAG  
L20 - BARD  
L25 - HOLE  
L30 - HUGE  
L35 - EASY  
L40 - WIDE  
L45 - COLA

## BARBARIAN (The Hit Squad)

Hold down the LEFT ARROW, CTRL, RUN STOP, SHIFT LOCK, COMMODORE KEY, and SHIFT all at once with the palm of your hand. Then press and keep depressed if you can remove your other hand! See what happens...

Loads more pokes and listings. If they have an SYS number then you'll only need to reset your machine with a reset switch, if not you'll need a cartridge. If it's a listing, type it in after you've reset the game.

# THE YC A TO Z OF POKES

UL = Unlimited Lives

## B Blood Money,

UL  
10 REM BLOOD MONEY CHEAT BY JAMIE BAKER  
20 FOR J0000 TO 400: READ 1: NEXT POKE A, 1: NEXT: IF M000000 THEN STOP  
30 SYS 62000: POKE 707, 100: POKE 708, 1  
40 DATA 100, 1, 141, 137, 102, 141, 120, 102, 100, 102, 141, 120, 102, 70, 0, 102, 100  
50 DATA 107, 224, 102, 200, 4, 102, 4, 104, 107, 100, 222, 141, 70, 72, 100, 102, 141, 0  
60 DATA 72, 70, 142, 102, 201, 100, 200, 10, 170, 100, 0, 4, 107, 0, 102, 202, 200, 247  
70 DATA 100, 172, 0, 100, 1, 70, 1, 0, 100, 100, 141, 247, 0, 141, 121, 0, 70, 0, 207

## D Double Dragon 2

UL  
POKE 00007, 173  
POKE 00002, 173

## E Escape From The Planet Of The Robot Monsters.

UL & Bombs for both players  
10 REM ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS  
CHEAT BY JAMIE BAKER  
20 SYS 62000: FOR A=000 TO 000  
READ 2: POKE A, 2: NEXT POKE 001, 2  
30 DATA 100, 00, 141, 00, 3, 02, 02, 0, 100, 173, 141, 00, 100, 141, 25, 00, 100, 242, 141, 220  
40 DATA 100, 141, 240, 170, 100, 1, 141, 220, 100, 141, 240, 170, 70, 0, 120

## F First Strike,

UL  
POKE 00010, 173  
SYS 0001

## H Hammerfist, Unlimited

Energy & Ammo for both characters  
10 A=000: REM HAMMERFIST  
CHEAT BY JAMIE BAKER  
20 READ 2: G=0+2: IF G=0 THEN  
POKE A, 2: A=A+1: GOTO 20  
30 SYS 000: REM QUANTITY  
ERROR MEANS CHECKSUM  
FAILED - CHECK LISTING  
40 DATA 00, 00, 247, 102, 10, 142, 02, 3, 202, 142, 04, 3, 00, 100, 240, 100, 02, 141, 220, 70  
50 DATA 100, 00, 141, 224, 10, 100, 2, 141, 220, 10, 102, 107, 100, 100, 10, 107, 100, 2, 202  
60 DATA 200, 247, 100, 100, 141, 20, 3, 100, 2, 141, 21, 3, 200, 204, 141, 13, 220, 70, 100, 0  
70 DATA 141, 240, 0, 100, 02, 141, 241, 3, 100, 3, 141, 242, 3, 104, 00, 100, 03, 102, 2, 141  
80 DATA 220, 220, 142, 220, 220, 00, 70, 107, 100, 100, 140, 141, 47, 151, 140, 142, 142, 140  
90 DATA 214, 142, 141, 140, 142, 141, 00, 144, 70, 0, 200, 10007

## R Robocop, Unlimited Energy

POKE 00010, 0  
SYS 02700

## S Shadow Warriors.

Unlimited Energy & Time  
10 REM SHADOW WARRIORS HACK  
BY JAMIE BAKER  
20 SYS 00000: FOR A=000 TO 000  
READ 2: POKE A, 2: NEXT POKE 001, 2  
30 DATA 100, 00, 141, 40, 4, 02, 0, 4, 100, 100, 141, 112, 100, 100, 170, 141, 100, 121, 70, 0, 0

# THE SCUM

Here are the teams who contributed this month, along with their ranks:

Private Aid Isla  
- Impassable tip.  
Private Ross Gammell -  
Barbarian tip.  
Private Andrew Styles - Double  
Dragon 2 pokes.  
Private Johnathan Webster -  
Ninja Massacre tip.  
Private James Wilby - Test  
Drive 2 tip.  
Sergeant Jamie Baker -  
Shadow Warriors listing.  
Escape From The Planet Of  
The Robot Monsters listing.  
Klax tip, Hammerfest listing.  
Blood Money listing, First  
Strike pokes, Robocop pokes.  
Sergeant John F Glynn -  
Soliverance tip, International  
3D Tennis tip, Ninja Spirit tip,  
Kerry Dalgligh Soccer Match  
tip (ahem!), Chambers Of  
Shedin tip.  
Sergeant Howler/ Mad Mick -  
Aliens tip, Nemesis tip, IK+ tip,  
Rock Star tip.  
Sergeant Chris Molloy - Count  
Duckula map, Devils map.  
Sergeant Ben Rotunda (no  
promotion this time) - X-Out  
tip.  
Sergeant Craig Stewart -  
Beach Volley tips, Flambo's  
Quest tips, Blastball tips,  
Dragon Ninja tips.  
Your goodies are on their way!

## ALIEN SCUM MEGA FIENDS FROM HELL

The high score bit...

Sanisk Knights  
Sally Slam - Carl Beeson,  
Preston

Barbarian  
14,350 - Ross Gammell,  
Harrow

Batman The Movie  
616,420 - Andrew Main,

Falkirk

Cabal  
209,615 - Ben Rotunda,  
Cheltenham

Emlyn Hughes International  
Soccer  
12-3 (skill 10) - Ben  
Rotunda, Cheltenham

Ghostbusters  
\$60,500 - Carl Beeson,  
Preston  
\$83,600 - Andrew Main,  
Falkirk

IK+  
\$68,000 - Ross Gammell,  
Harrow

Klax  
Wave 17 - Ben Rotunda,  
Cheltenham

Pigmania  
96,070 (level 21) - Ross  
Gammell, Harrow

Rainbow Islands  
Level 4 - Carl Beeson,  
Preston

Red Heat  
156, 533 - Adam Twine,  
Portsmouth

Salamander  
93,030 - Ben Rotunda,  
Cheltenham

Starquake  
Finished (10%) - Carl  
Beeson, Preston  
The Untouchables  
206,730 - Ross Gammell,  
Harrow

Willow Potters

Finished (89%) - Carl  
Beeson, Preston

Yogi's Great Escape  
150,700 - Andrew Main,  
Falkirk

## 'OH WHAT A WIMP' HELPLINE

All the following have asked  
for help...

Andrew Main asks for help for  
Double Dragon 2 (Jewel skips,  
pokes, etc.).  
QE: Fortunately we've printed  
a poke Andrew, that'll solve  
your anxieties.

Rory Brett required a tip for  
Barbarian, and is having  
problems with Ace 2 and Time  
Machine (the demo).  
QE: There's a tip above for  
Barbarian Rory. Can anybody  
help with Ace 2 and Time  
Machine?

Kazurosh Major needs a few  
hints on Barbarian II, Black  
Tiger, Ninja Spirit, and  
Moonwalker.

QE: Ninja Spirit has a tip  
above. Can anybody else help  
on any of the others?

Mathias Harsanyi, among many  
others is looking for help on  
Kron (the cover game a couple  
of issues back).  
QE: I'll ask Paul if he can help  
you out.

And that's it for this box of  
cheesy nibbles. Remember, if  
you've got any ORIGINAL  
hints, tips, or pokes, drop  
them to me at: Ozain/  
Eugene's Scum of the Earth,  
VC, 30 Potters Lane, Kils  
Farn, Milton Keynes, MK11  
3HR. All tips should be  
accompanied with a photo of  
yourself as they might be  
ignored otherwise. Any that  
are unreadable will find a  
cozy home in the bin.  
Remember we need loads of  
high scores so send 'em in!



DOMARK

\$5.99 Tape,  
\$14.99 Disk

He's sleek, he's smooth, he's back, and he's got spirit all around his goals. He's valiant in the pursuit of playing the part of 007.



# THE SPY WHO

Okay I'll admit it. When I was but a mere seven years of age, my uncle and aunt dragged me down to a dodgy cinema in Hackney to see this movie. Just as I was getting into it the projector broke down and we were all ejected from the premises with our frustrated money clutched in our grubby fists. It wasn't for youks and youks that I got to see the whole film, and it's a bit of a stonker too.

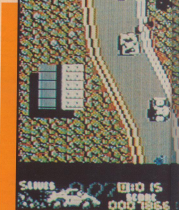
It's a shame that the game isn't quite as good. This is probably due to the fact that we've seen it, played it, done it all before, and about six years ago as well. You see, *Spyhunter* was a really corking game in its day, and if it were to be updated it would need a fair amount of work to make it as good as the current batch of arcade games that are flooding the Christmas market. The *Spy Who Loved Me* has more in common with *Spyhunter* than the wretched *'Spy'*, and unfortunately it is not even as playable as the ancient classic let alone being a really better version.

Well you may not have encountered *Spyhunter* in the past so I'll give you an idea of what the gameplay is like. You are a car (or a boat, or a jet ski) and you progress up a vertically scrolling screen whilst trying to keep to the road, or avoiding the water hazards. You must also collect items on the way ('Q' icons as it goes) and avoid the nasty enemy cars who are trying to kill you.

If you collect enough icons, you can roll into the 'Q' truck, that appears on screen every so often, and you can buy extra handy things for your car. If you collect

seventy-five of the little buggers you can buy Submarine capability for your car, which allows you to access the

one-up part of the game (the only variation in the gameplay). You must eventually get this, and if you haven't





# Fax

**Half Time Sub**  
Without 'Sub Capabilities' it is not a very good idea to drive your dad's Honda into the Thames. For a start you'll scratch the paintwork, and you could be very embarrassed when the fish start crashing Honda plans.

Also never go around saying "my name's Bond, James Bond", unless your name really is James Bond, else you may find your goolies on the end of some Stinkwad's foot.

# LOVED ME

enough tokens by the time the water entry point appears the road wraps around and you must continue going

was but a minute part of the film, yet that is what the game concentrates upon. Although *The Spy Who Loved Me* is not a full game in any definition of the word - the graphics are well drawn though the scrolling is



very jerky, the action is pretty fast, and the sound is boosted by an excellent version of the Bond theme, acid style - it is overshadowed by former Bond games (*License To Kill*, *Live And Let Die*) and this game has been done oh so many times.

## skorebox

6	7	8
9	7	

overall **78**

round in circles until you do collect them.  
It's based on the movie in a very shallow respect. The car sequence



## SYSTEM 3

\$3.99 Tape,  
\$24.99 Disk,  
\$24.99 Cart

Ninja winged high kick, low kick, smack 'em and leg 'em where there bottles that they and the only bracelets around...

# NINJA

## RE-MIX

**N**ow this game is not an entirely new one, we'll get that straight from the start. System 3 decreed that *The Last Ninja 2* was mega stonkingly good game and it is not right that it has been taken from the shelves so that new console 64 owners can't buy a copy. And that is the essential reasoning around the decision to release a "ranted up" version of the classic, and owners of *The Last Ninja 2* must not be confused into thinking that this is a new Ninja game.

All said and done though, I'll review this like any other release. Cause if we've never reviewed the original, it's absolutely stonky in every respect, and it's because I want to and I'll sit in the corner sulking until you let me... (Half an hour later, cries of "Clay, you can review it" come from the readers)... Sniffs...

The game was written in much the same way as a movie would be, and the plot was devised similarly, and you get the feeling as if you are really participating in the action as you see it. This is helped by the 3D-front-left-hand-corner perspective, which adds a new dimension (literally) to the tried and tested



typical beat-'em-up, and there is a lot of arcade adventuring to be done too.

You see, you are Amakuni and you've been sniped by the gods and placed in Manhattan (in a park primarily) so that you can hunt down the evil Shogun Kurosaki and kick his head in. But all of your



## Fax

### Bare Facts

My grandad was so hard that he could kill a man with his bare feet, unfortunately he was beaten up one day so he was trying to get his shoes and socks off. (This is such an old joke that if we ever hear it again your ganglions will be kicked off by the Welsh rugby team - The Readers.)

Ninja gate and art will be called for because you've got no weapons whatsoever, and there's loads of police around that are on the Shogun's payroll, and they have no qualms about giving you a good

thrashing.

So you must explore the park to find objects that you'll need on your quest, while you are taking a bit of a bunny with the local constabulary, and eventually find the exit.

The game is in six parts (six loads or everything but cartridges), each of which with loads of enemies to be degloved, and tonnes of puzzles, easy and hard, to be completed. Not only must you pick up the objects that are scattered around (some are well hidden), you must also use them at the right times, and in the right way.

The graphics are STILL incredible, and the presentation has been vastly improved - the game's intro is gorgeous. The *Last Ninja 2*, and now *Ninja Remix* was, is, and until *The Last Ninja 3* is released, always will be the best arcade adventure available. It appeals to many different sorts though, so if you want something more than the average shoot-'em-up you can't go far wrong with *Ninja Remix*.

## skorebox

	10		10
	9		8

overall **96**





# 4 FOOTBALL FANATICS

# 4

GREAT GAMES

# SOCCER MANIA

# 4

GREAT NAMES

## FOOTBALL MANAGER 2



### FOOTBALL MANAGER 2

As all time great from Reinder Tormes, inventor of the world's greatest selling football game. Man to man, matching, choice of formations and substitutions, tackling, strategy and timing, add to the Football Manager 2. It's all objectives with specific time constraints.

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MicroProse Corporation Inc.  
10000 Wilshire Blvd.  
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# POST APOCALYPSE

**It's time for munchy plasma enemas, for the moany gits anyway! PA probes once again the big bag of YC mail...**

## PAP GROUPS

I would like to say how great your mag fell! Well, I just did.

But not everything in the world is so great. I am sorry to say. When I buy my mag I expect computer things. Why do I find stupid pop groups featured in the mag when it's supposed to be for computers only?

Please do something about it as I buy it for my computer.

Tell any pop-groups to go and see the producer of Smash Hits. Thank You.

**Adolphus Okalaka, somewhere on this (or another) planet**

**PA:** The reason you find pop groups featuring these fallowed judges is because if you concentrated solely on computer things your joystick would melt and your pixels would melt. The occasional delve into the real world is a tough tea, m'est pas?

## A QUICK POKE

I have just tried the pokes from "Jeppo" in the September issue of YC. I am utterly floored!

This guy 'Jeppo' earned himself lots of goodies which you kindly sent him for a load of tips which just don't work. When I first saw his tips I thought "great", some games I have

not yet cracked were included and I would have them beat in half an hour! But looking at the given "808" address? I thought they looked like an unusual place to initiate machine code. I was right. It is pretty obvious this guy has just written anything, without even attempting to give instructions.

How can you permit this? He is bringing down the standard of your mag, confusing other readers and being rewarded in the process!!!!

Fair enough. I only tried six of his tips, but come on six out of six mistakes adds up to 100% rubbish. Is this guy really this bad or can Eugene not read? I am sure I speak for all your readers.

**Walter' Mark Mork, Sanderland PA, is Devin' Eugene really Eugene Lacey from Zap?**

**PA:** Gaze says that he's looking into it, and his newly trained hacking bastards will be vigorously checking every tip that we receive in future, as it's not worth standing in tips that you know not to be genuine. And no, he's not Eugene Lacey (no) Zap reviewer, and what is Zap anyway?

## A FAIR KOP

Hello, you have never had a letter from me before. I'd just like to say that Rick is a great man who he supports the skillful, undefeated, and the one and only team in the league, LIVERPOOL!

I bought YC last year and have bought it ever since. It is good. The tape is full and well worth the dough. The mag itself needs more tips and a clever contact judge. I would be interested on starting the role. I have completed 1 point them on the CG page please (if you want one) these games.

**JOJO, SEKAA OF ASGAH, ZAK MASHACKEN, HOLY GRAIL, NEVER ENDING STORY, KENTILLA, CROCKET CRAZY, HOGGIE & FOOTBALL FRENZY.**

Also can you tell me when these

games are going to be released on the CG4 plastic Liverpool FC, Mean Streets, Indy Jones Graphic Adventure, Player Manager. I will be thankful.

**Peter JB Lenn, Kentilla, Middlesex PA:** Do you think CG4s (or I 80s) will live forever? I think so.

**PA:** No CG page is likely, but Paddy has been completed every adventure game ever anyway probably, as those that need help should write to him at the regular address. But your knowledge will be required if anybody should wish tips for any of the above games.

**Liverpool FC** is not likely to be released 'cause

Grandsons went under (a shame really as Rick saw it was back in January and liked it a lot), **Mean Streets** is out (we reviewed it a few issues ago), and the others will never make it to the comic, unfortunately.

**PS. CG4s live forever**

Rick has just had to bury his humble comic in the YC back yard, and it was only an infant (but a mere six years of age) so they don't live forever, they all go sometime.



## YOU WHAT?

What cartridge do I buy?

John Ross,  
Forest Hill,  
London

P.S. Sirs... I really depends on what you want to do with it rated. If you want to turn your console into the QED, then you'll need the QED expansion kit, available at many dockyards for only about 10 quillion quids. If you want to enter

poies without 575 numbers, you should get yourself any of the commercially available carts (Power Cartridge, Action Replay, etc).

## TWIN FREAKS

After reading your article on software piracy (which was well pointed out), I think you are right, it's not fair. I think the blame lies partly with public libraries, which rent games out, and people are copying them on twin tape steroids.

Also, when I write a decent letter to a magazine, I do not expect to be insulted as I was in your magazine (Kix - Post Acropolis, Multiborders...). It's no use putting a reply in your mag for this letter, as I have cancelled my order for YC.

G. McNamee, St.  
Helens

P.S. Asah, is little widdle, pecky wookums upset at the way he was treated. And what's the point in writing if you can't accept a little constructive criticism (offered by my half cousin, Post Acropolis). Anyway, we've decided to show you to the Federation Against Software Piracy for knowing how to copy games (how many pirate copies have you got in your collection).

## SUPERMAG

I am writing to suggest that YO does a C64GS section, seeing that all the cartridges will work on all the ordinary C64s (and C128s for that matter) out in the wide world!

And also I think that YC is the top C64 mag available in the sprawling metropolis!!!! (Slurp! Slurp!)

*Richard Jerome, Andover, Hampshire*

PS. I think that YO should have a mail order service.

PPS. The Purple Finked of Ozar is strange.

PPPS. This tin of Spam is a dupe.

PPPPS. You are ingratum!! (So is Farnsworth)

PA: So you want a C64GS section eh? Just as well 'cause in our brand spanking new look January first birthday extravaganza, there's about 10 pages dedicated to the C64GS, and likewise in every issue on.

PS. We're working on it. How about a femail order service?

PPS. Finky says "Thanks".

PPPS. The tin of Spam is on

holiday at the moment in

HAMBURG, he'll be back soon.

PPPPS. I'm not THAT

ingratum. I can last about five

seconds before I shoot the rest

of the bus queue.

Don't forget, if you wish your letters to be answered by the man with less charm than Bernard Manning's grizzly area, send them to

**POST APOCALYPSE,  
YC, 20 POTTERS LANE,  
KILN FARM, MILTON  
KEYNES, MK11 3HF.**

The winner of the Letta of the Munt award in future will win a copy of the game with the highest score that month, and every letter printed will receive a Post Apocalypse badge.



## LETTER OF THE MONTH!

## JOLLY HOCKEY STICKS

In your radical October edition I noticed that your YC reader's survey said that only 4.3% of your readers are female. Well I'm proud to say that I am one of the 4.3% who read this well ace mag, so I thought I'd write to you and tell you that I'm not pleased.

Nearly every one of your editions has reviews or ads about football games. I do enjoy football and I read these reviews but my favourite sport is hockey. Do you know if there are any hockey games for the C64? If so, could you review them? After all I do go to a real lot of trouble to get this mag 'cause it's real hard to get ya hands on down here in the very south west. Apart from that I think your mag is what we surfers call 'mellow'.  
*Emma Fitchett, St. Ives, Cornwall*

PS. How come only 4.3% of your readers are female but 6.8% wear kinky lace knickers (and I am not one of the 6.8% either). This is weird and so must be some of your male readers.

PA: We only review predominantly footy games 'cause companies tend to only release that sort of thing. As for hockey games, come on be sensible. Would a game that features 22 men or women running around on a bit of grass, hitting a small ball (but mostly smacking the heck out of each other) with big wooden sticks, be a success? Erm... Yes probably! There isn't anything at this time though. There's a few games based on surfing.

PS. The fact that a few lads wear kinky lace knickers is not weird to me. I wear a leather codpiece, with studs (on the inside).





# YOINKS-COMIC

# YC

FREE WITH

DECEMBER '90

## FLAME HEAD

HOT TO TROT

## OOZIN' EUGENE

HELLZA POPPIN'

## POST

## APOCALYPSE

MAIL CHAUVANIST PIG!

## IT'S RAD OR WOT?



QUICK—SEAL UP YOUR LETTERBOXES, IT'S... 'POST APOCALYPSE' IN  
THE SECRET ORIGINS OF

# POST APOCALYPSE

"THEY SAID  
IT COULD  
NEVER HAPPEN!"

IN THE  
FLESH, BRO!

LOOK, KID, IN THE  
DARK AGES OF MAN...

WHO TURNED  
THE BLOODY  
LIGHTS OFF?

WHO SAID THAT?

OH, THAT'S  
MY FOOT!

... THE DARK DECIDED  
TO BRIGHTEN MAN'S DESTINY...

WELL, I THINK I'LL BRIGHTEN  
MAN'S DESTINY TODAY.  
THAT'LL ANNOY HIM!

... WITH THE CREATION OF  
FIVE TERRIBLE BOYS...

OH, I'M BAD!

RETURN TO SPENTIN BLOOD!!







WORDS: GUY HUGHES \* ART: ALAN LATHWELL \* LETTERS: GUY HUGHES RICH \*  
 WHEN THERE'S NO ONE ELSE TO TRUST, TRUST YOURSELF. AND YOU'LL BE THE BEST!

# POST APOCALYPSE

## CUT-OUT AND CLOTHE SUPERSTAR!!!

Photocopy Posty and all of his wardrobe and stick them all onto the back of a cereal packet or other form of cardboard.

Now you can stick the clothes on the mariscal mailman in order for him to avoid the cutting winter wind.

If you're so inclined, you can even get your crayons out and colour everything in!!

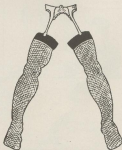




**THE GREAT POST  
APOCALYPSE CUT-OUT AND  
CLOTHE WARDROBE!**

If there's enough call for it  
we'll print more clothes at a  
later date, and even further  
dolls.





COMIXITY  
**EUGENE**

THE  
BEGINNING  
(PROBABLY)

WHO ARE  
YOU LOOKING  
AT, EH?



SLEUTHSCAPE CITY WAS  
BEATEN SLEUTHSCAPE FOREST  
IN A CUP THE - OOOO AND  
HIS FELS HAD BEEN CELEBRATING...

REALLY  
EXT DIVE



HEY WE SPREW!  
WE WE SPREW!  
WE WE SPREW!



WOW LUCK, LET'S  
GO IN THE! MY  
STOMACH THINKS MY  
THOUGHTS OUT!!

WOW LUCK, LET'S  
GO IN THE! MY  
STOMACH THINKS MY  
THOUGHTS OUT!!



WHAT'S THIS "PITS  
OF HELL" GUY?

IT'S THE HOTTED  
GUY IN HELL!

HAHAH HAHA! I'LL HAVE  
TWO OF THEM, AND  
LET THEM UP MYSELF!



WOW! I'LL HAVE  
TWO OF THEM, AND  
LET THEM UP MYSELF!



O-OH!



WOW! I'LL HAVE  
TWO OF THEM, AND  
LET THEM UP MYSELF!

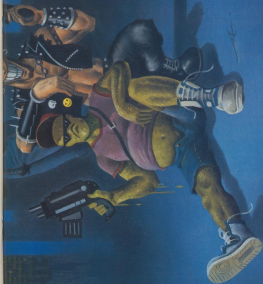


WE CAN GO A GOOD  
WAY, MY LADDER!!

NEXT: TO OOOO...

IT'S THE DEVIL IN THE...

WORDZ AND LETTERZ: RIK HENDERSON ★ ART: ALAN LATHWELL ★  
A LOAD OF THANKS TO BEVERLY GARDNER AND ALEX BARRY, THIS IS YOUR SHIP!



# BARGAIN BUCKET

Rik casts his jeepers peepers over the latest games that can be bought for under three quid...

## FOOTBALL CHAMPIONS Cult £2.99

We all know that Cult has made a name for itself with good football strategy games, but the formula seems to be wearing a little thin now. This is probably because the games that are now being released are little

to spend a tenner, or if you only have three quid in your pocket. Cult has more than enough football games in its range that are far better.

## SKORE 47

## QUE-DEX Kixx £2.99



This was first released, to much acclaim, by Thalamus, and was possibly one of the most original pieces of software ever.

It's good to note that things haven't changed much. The game is still very original, and still has very well amongst the stash of new third-gen-ups. Que-Dex also calls for

must get from your starting point to the goal, although this is not as easy as John Barnes makes it seem. There are many hazards to surprise, and a clock that ticks down faster than a dodgy microwave. And even if you manage it, there are tonnes of levels to complete, some of which are very cunning.

This is more than worth three quid. 'Cause it'll have you hooked for weeks, and that's what you want from a game really, isn't it?

## SKORE 97

## THE GAMES WINTER EDITION Kixx £2.99

Another release, this time one of the famous Epye Games games.



more than a poor reworking of DSM.

Games' (the contents of this budget label) Football Director, and as such are starting to bore.

This is stressed by the fact that Football Champions offers nothing new in the footy management stakes in fact it doesn't offer enough.

There is only the league and the FA Cup as awards for a good manager and there are only three divisions in any order. Not only that but the updating of the games is a tad slow and the whole event is one big yawn.

If you're after a good footy sim, try Football Director if you're willing



lightning reflexes and sound pyrotech handling. But what is so different about it?

For a start you play the part of a bat, something that only small, untalented comedians called Bobby have succeeded in before. And you



although this is perhaps the poorest of them all. It was essentially an updated version of the best-selling Winter Games, and is very similar in concept. It offers eight players the chance to compete in an Olympic style tournament that consists of several different events, but unfortunately most of the separate sports in this run are a little too hard for the average games player.

Ideal for those ARE seven events to complete, all of which are based around winter sports, and there is a good mix of games styles for the more experienced games player.

The lugs is okay, and the skiing games are reasonable, but the figure skating is bloody difficult, and not too interesting anyway. That said, if you've got the rest of the games in the range, the Games Winter Edition is a worthwhile buy, mainly 'cause you know what you're getting. If you've never seen what this sort of thing is about, it'd be wise to buy one of the others in the range first.

**SCORE 76**

## OUTLAW Players Premier £2.99

We've not heard much from Players recently, but thanks to a deal with Intergames the label has gotten hold of an excellent shoot-'em-up for consoles.

Outlaw is very Commando in the first glance, but after a double take you realise that it's a rather generic vertically scrolling shooter, although it is rather a fast and smooth one at that. You get four levels to choose from, and you must wander up the screen, avoiding barrels and boulders and shooting the cheap hoodlums that lie between you and your bounty.

When you reach the end of a level, you are faced with the criminal that you were after and you must shoot it out with him in order to collect your bounty.



The graphics are pretty simple, but serve their purpose, and there are extra reasoning, shields etc. to collect on the way.

Well worth £2.99 if you ask me.

**SCORE 92**

## GUARDIAN ANGEL Codemasters £2.99

What a pile of poop, and no mistake. Shrouded in a thin veneer for a plot, you are a Guardian Angel in downtown Manhattan and you must beat the big out of everybody. Guardian Angel is a small, neatly formatted, fast, with little more than a rather nice plastic cassette box going for it.

It was first released abroad as 'Freddy Hound' does Manhattan' or



something just as ridiculous, and it's not hard to see why it was never released as a full-price game in this country.



I may sound unfair but I don't see the appeal of a glitching character shuffling along a badly scrolling backdrop and kicking the big out of anything that moves, and that is

essentially it.

Codemasters has done so much better stuff in the past, and will do in the future. Guardian Angel has a halo made from a smelly brown substance and no mistake.

**SCORE 16**

## MOTORCYCLE 500 Cult £2.99

Another management game from the sport dedicated budget label and this is much more like it. You are the



manager of a motorcycle team, and must control two cyclists in the bid for team, and individual glory.

All the management options are required, but this alone would not make a game, so you must also take



a part in the racing by requesting when one of your team must go in for a pitstop (which is generally quite often).

The races have skill levels, and the bikes have ratings so that winning is not totally random, and your actions will also have an effect on the outcome, in the type that for the correct weather.

Although the races take a fair while to set up, and the action is about as interesting as you're going to find in this sort of game, the interaction is weighed just about right, and that's what makes a game of this type work.

**SCORE 85**

# OddBods\*

## FLAME ON

with Stuart Green

### COMIC OF THE MONTH

#### THE LAST AMERICAN #1 of 3

Epic, £1.25, John Wagner, Alan Grant (writers), Mike McMahon (artist)



Tony Plegier's got a few problems. He's the only surviving member of the human race. For company he has three droogs: Noel, Baker and Charlie

whose command of English is limited to a few words and hilarious concoction of late eighties adverbs - providing an ironic counterpoint to the tedious realities of this post-apocalypse thrill kill kill. His mission: To defend the USA against foreign insurgents, except, there is no enemy to fight. In the circumstances he does what any sane man would: he gets screaming, raging, white hot drunk.

This latter day Plegier's Progress is brought to you with a tag and a gun 'n' all. By three names what should be familiar to anyone who has read 2000 AD for more than two weeks: John Wagner created Judge Dredd, writing a fair portion of the classic stories with partner Alan Grant. And for many of Britain's bright young comic things, Mike McMahon, with his tag books and incredible fanbase defined the look of British science-fiction comics. Take a look at Tank Girl and compare if you don't believe me. McMahon's been absent from the scene for a few years due to illness, but this is a startling return to form. The only shame of it is that The Last American, full of the best black humour and subtle politics of classic British comics is published by an American company, denying you the chance to buy it at your local newsagents.

Stuart

#### THE DEMON #5

DC, 60p, Alan Grant, Val Demezille, Denis Rodier

Alan Grant is a professional. At

present he's writing Batman, Legion 90, Lobo, The Saga Man (with John Wagner), and regularly contributing to 2000 AD as well as the above. Most of the above are recognisable for their smart ass, gin-soaked humour, but this, a revival of one of Jack Kirby's lesser known characters sees Grant turning in the jokes with the experts.

The Demon is Brigan, spawn of hell, imprisoned in the body of a mortal, one Jason Blood. Brigan can only get free when Blood sleeps, which for the purposes of the story is most of the twenty-four pages. We catch The Demon in mid-scheme as he attempts to lead his lost people in a riot and make hell his kingdom. Despite the promising cover line: "Ready, steady! It's showtime!" it fails to rise above the level of a rejected storyline from Nightshade or Elfin Street.

Grant isn't helped either by DC's usual trick of saddling British writers with artists who haven't developed beyond CGC grade one.

Avoid.

### REVOLVER HORROR

#### SPECIAL Flashback, £2.50, Various

Horror is the place where editors let writers and artists experiment these days so there's little in the way of things that go bump in the night here.

In the trade stakes, Nick Hugo (aka Abaddon) 'The Head', and Neil (Sandman) Gaiman's 'Feeders and Eaters' stand out. 'The Head' is reminiscent of Poe and gives a careful chill to the home as the mask brought from foreign parts haunts generations of a family. While Gaiman bumps into an old friend who is being slowly eaten alive by The Old Woman Who Lives Upstairs. The frightening thing is it's presented as autobiography. Neil Gaiman either has a strange imagination, or a few strange friends. You decide.

The other stand out is Si Spencer's 'First Blood' a tale of peer pressure and a young girl's first period. It's handled tastefully, but one can't help wondering why it's included in a horror special.

Altogether, the fab submission the editors, with only a couple of stories making you regret the South American hardbacks that might still stand if there had been a few less pages.

#### THE MAGIC FLUTE #1 of 3

#### 3 (Eclipse) P Craig Russell £1.50

This is adapted from the opera by Mozart, but don't worry, you don't need to know the music to get in the swing. If you'll pardon the pun.

Prince Tamini

is sent to rescue the daughter of the Queen of the Night, Pamina, from the evil Sarastro. On the way he encounters the birdcatcher, Papageno, and faces tests designed to determine his spiritual purity. It's a classical tale, and artist Russell has a fine sense of the magic and wonder that is essential to any good fantasy placing it way above your average Dungeon and Dragons scenario.

#### ALIENS EARTH WAR #2 of 4

#### 4 (Dark Horse) Mark Verheiden, Sam Keith £1.25

This is a real stinker. After welcoming Ripley back to the field and setting up the storyline in the first two episodes with an ice cold still that did no disservice to those great movies, Verheiden blows it with an alien cast of thousands that completely destroys credibility. A real let down.



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S Y S T E M 3



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## CURSE OF RA

RAINBOW ARTS -  
\$9.99 Tape,  
\$14.99 Disk

What's smart, got six legs and moves blocks around with its bottom? Puzzled? You will be with this new think-creep from Rainbow Arts. (It's waa!)



# CURSE OF RA

**T**he current trend in software, for those who have been lobotomized from the waist up, is either puzzle games, or games with bugs in them. *Curse Of Ra* is original in the fact that it has both. Doing it its damn though, it is also very unlike most of the puzzle games on the market.

Why? Well, the idea isn't TOO original. You are a little bug who must slide blocks around the screen in order to match up two of the same kind vertically or horizontally, and they can be as far apart from each other when you wipe them out as you like. But you must have a block that you can step onto afterwards, otherwise you are up the Nile without a marsh. And when all the room blocks have been destroyed you must end up on your starting block.

The reason why *Curse Of Ra* is unlike, say *Puzznic*, is that you can choose two different sorts of game, and although the idea is still the same, the techniques that you must adopt in order to complete the screens are radically different in both.

For a start there is the arcade game where you must race around the screen, eliminating blocks of a fair rate of knots, whilst the clock



ticks away. If you play on the block that you've just wiped out you'll disappear into a vast chasm and you'll lose one of your lives. The puzzle element in this section is not too complex, some of the blocks are covered in ice, so you can't change direction when you've stepped onto it, and there are some blocks that move by their own device.

The logic section is for those that are not quite so agile, but the brain matter is going to be needed for more. It also has the ice, but the good thing is that each level has a code word, so if you get pretty far you can enter that word at the start and you'll be transported straight to that level.

*Curse Of Ra* is probably more involved than most of the puzzle

games around, and the logic section adds a bit to the appeal of the product. Everything is linked with an Egyptian feel and this increases the presentation of the product. One small mean though, the actual gameplay graphics are far too messy and sometimes it is hard to distinguish between the blocks and the background, especially if your brain is busy analysing the problem. No waa, it's not quite a *Tetris* or *Rae*, but if you take your puzzling more seriously than *Curse Of Ra* is the only game that I'd recommend.

## Fax

John Lennon

Seefies have six legs which makes it ever so difficult for them to go ice skating. Not only do they have to spend loads of cash on hiring three pairs of skates, but by the time they've got them all tied up and are ready to go, the rink has closed down. They are rather good at football though.



## skorebox

	5		8
	7		10

overall

82





DOMARK

£9.99 Tape,  
£14.99 Disk

How come every Domark game at the moment has cars in it? This makes it very hard to write a decent intro. He tries his hardest...

# BADLANDS

**W**hen I remember Super Sprint don't we? Well, the title of Sprint doesn't 'cause he's got over such a bad memory, in fact his memory only lasts about ten seconds, so by the time I finish this sentence he'll have forgotten that I even asked him a question.

But getting back to the question, we did (I was such a classie on every other computer but our own, it's about time somebody made up for the amount of bugs, glitches, and lack of speed by doing something very similar that works. Domark took the responsibility to do so by acquiring the license to Badlands, the official sequel to Super Sprint, and they've done a pretty fine job at converting it. The only problem is that the gameplay seems a little dull now.

The basic idea is this: You are the driver of a battered old wreck (Mary Whitehouse?) and you must race against two other battered old wrecks (Margaret Thatcher and Theresa Garri?) or else the post-apocalyptic spectators may come and help you towards an early game. If you do compete there's a very good chance that you'll end up as stiff as a board but anyway, but at least you've got a better chance against two large pieces of metal than against fifty thousand miles with ballbats and four arms.

The action is seen from top-down and you must guide your car around



the track, avoiding the pools of spill oil (blood?) and water, and even the occasional live bomb. If you don't come first out of the frame then you're in trouble, and it's goodbye to your head time, if you do you'll get the chance to compete in the next arena. Fortunately between arenas there is a shop that you can exchange wrenches (although why somebody would want a few links who'd cater to their every need [that's wrenches, not wrenches] - The Restless). Oh, anyway, if you exchange three wrenches

and there isn't enough variation in the gameplay to compete against other, much more involved arcade conversions. It is the best Super



Sprint game though, and if you're into them then you'd could do, a lot worse. Mo! I'll be waiting for Domark's conversion of 3.11.11.11. Runners.

## skorebox



overall

82

## Fax

### Land Of The Red

Redlands was written by Tropic London Limited, who are a subsidiary of Tropic Software Development Limited based in Rotherham, which is probably the only decent thing to come out of Rotherham ever.

If you were so inclined to do bad things in your car you would be liable to be nicked by a passing copper and probably end up having your legs broken by big, nasty crows who want your 'wuv' (slang for tobacco), so it's probably not worth it.

you'll be able to get a wicked add-on for your car (missiles, speed, better tyres, etc.) all of which increase your vehicle's ability.

Of course, if you want a better chance of winning, you can invite a friend to take over one of the other cars, and therefore you only need to level one drone-car in order to qualify. There are eight tracks in all, although if you complete them they'll wrap round with even more hazards and mucky things to avoid.

Redlands, a year ago, would have been a truly great game, but the theme has now been done to death



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## MISADVENTURES

This month we - that is, I - have a verrry special treat for y'

called for here, I reckon. (Our galactic Star Wars-type sounds from the Berlin Philharmonic Orchestra).

It was when two other lifeforms were discovered on Alpha.

"ultimate weapon", the Fractal Flat. This nasty piece of work is spread across the galaxy in its basic components. The aim of the game, therefore, is to retrieve the bits of the Flat before the agents of DAYNAB do. If DAYNAB succeed...

Coming on three disks, two manuals, a map and reference cards and adopting a familiar "Bard's Tale" look, The Centauri Alliance (TGA) employs a multi-window play-screen. Top centre is the window onto the game-world. A first person perspective viewpoint that scrolls in a similar manner to Bard's Tale, to the right of that is a list of your party of six characters (NPCs can be recruited too). Each character can be one of six races, each with their own abilities (eg: technical and psychic) plus a set of six stats: strength, vitality, agility, IQ, life and psychic. Psionics is mental energy that replaces magic seen in Bard's Tale. It is handled in a similar way, though. You "cast" a psychic ability as you would a spell. So you



Combat by a team from Earth that the Alliance was initiated. Technology was shared, ideas passed around, other alien races discovered. During AD 2214 six races officially formed the Centauri Alliance. Although a wish for peace predominated chaos will reign throughout the galaxy.

Now it appears that an untamed lot, calling themselves DAYNAB, are searching for the

can create creations to fight for you, cause earthquakes, detect the presence of radiation and so on.

An excellent aspect of each character's make-up (ie, not copy) is the Skill aspect. Each character is rated (3-10) for four basic disciplines: Combat, Tech, Psionics and Metamorph. Within each discipline are one to four skills. So the Combat

My dear readers - that is, you. Remember the very wonderful Bard's Tale role-playing game? Well, Bard's Tale 1 and 2 were written by a gentleman by the name of Michael Cranford for Intergay in the States. Something happened. Our Michael was either kidnapped by alien starfish from the planet Iremeverse or the cosmic intergalactic force, or he fell asleep in his confabulations and lapsed into a coma or, and most probably, he did none of these things. Whatever, he disappeared. Blimey the clown with a 25 ton steel gaider but doesn't he appeal, running and screaming, shouting "hahahahahaha", and clutching a copy of The Centauri Alliance, from Brotherhood in the States?

Well, I managed to tackle Michael, ripped the game from his hands and hot-footed it back to the YC offices to give you an

exclusive - sorry (I'll repeat that - **EXCLUSIVE!!!**) review of this RPG. Now, as Demarc are the exclusive entertainment software distributors for Brotherhood you would assume that they would bring the game over here - or there again, they might not. Depends how they're feeling, I suppose.

Okay, a bit of plot background is

Discipline contains twice (close quarters), Berserk (flurries knives and explosives), Advance and Master (an extension of the other three), Incidentally, reincarnation is the intriguing description of being able to change a character's physical shape into one of several lifetimes.

Obviously, if certain problems require a certain skill you'll push the most proficient character to complete it. So, for example, if you need to repair a mechanical robot you'll choose the guy with a high "Hardware" skill (found in the Tech discipline).

Items are plentiful. Weapons range from the ubiquitous dagger to shotguns, UGs, photon blasters, poison-tipped energy sticks, first-class stumps with a supersonic coating on the back (get your fingers around that one!) and lots of other bits. Armour ranges from combat and duet-fabric to kevlar nappies and reinforced upper-lip protectors (ok, ok - not all of those items are included). There are useless artifacts to be found in the game, too.

But back to the game-screen descriptions. To the top-left of the screen is a window containing menu choices and long-lasting psychic abilities (eg: light grenades). The large window on the lower half of the screen displays text messages.

The game area consists of eleven worlds, each with their own characteristics. Each world is arranged in a similar way to *Bard's Tale*, ie: on a square grid maze system. You will need to travel between worlds to complete a variety of missions that must be solved before the final mission of finding the Fiat is attempted.

As you might guess, if you enjoyed *Bard's Tale* you'll love *Centauri Alliance*. However, if you didn't then...er, you won't. The graphics are quite nice, a little repetitive in certain areas. Spot animation is plentiful, though. Sound is minimal.

The actual RPG system is not exactly ground breaking but it does really improve on the *Bard's Tale* series with the addition of skills and the unique combat interface. When this occurs you are transported over to a combat screen depicting a bunch of enlarged heroes. Standing on the boxes are your party and the enemy (each party is portrayed as one character). This full-view gives you a chance to contemplate

tactical manoeuvres and the like.

The bottom line? A good solid RPG with lots and lots of gameplay that'll be enjoyed by any RPG player that is a "must buy" for *Bard's Tale* fans.

## RATING - 81

If you don't want to wait for *Domark* (and why should you, eh?) you can buy *The Centauri Alliance* now from:

**COMPUTER ADVENTURE  
WORLD, 318  
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263-6306**

# REVIEW

**GAME - BAT  
PRODUCER -  
UBISOFT  
PRICE -  
£19.99 DISK**

*BAT* (The Bureau of Aerial Troubleshooters) is a RPG from French software house, Ubisoft. You play an agent of *BAT*, on the trail of the classically 'winger'

vigilance, etc) are rather too subtle and advanced to be noticed in the rather simple game design that *BAT* has.

There is a variety of equipment that you can utilise on your travels. For example there is the *Voldrasse*, a light weapon the size of a pen that can be easily hidden and the *Hacker 90* - described as a "butcher's weapon". No surprise really, as this early piece of work projects several 'frustrated' notions.

When combat occurs the screen changes to a full-screen image of your opponent. The game allows you to aim yourself and trigger your magnetic field protection. After which you move the cursor over the opponent and click on the mouse button like crazy.

One major criticism is that there is far too much eating and drinking! It seems that, every five seconds, your character complains "I'm hangry-thirsty", which interrupts play too frequently.

I also became confused with the method of moving from one location to another. Each location takes the form of one full-screen graphic. When you wish to move to another location you move the cursor around the screen edge until it changes into an arrow. Click and a new graphic location appears. I was never aware of moving east, west, etc.



and his accomplice, Jesse Murawski.

*BAT* is joystick controlled, using icons and menus for menu choices. Competences and skills form the rest of your character's development. However, these categories (levels, weapons,

Consequently, I often found myself moving to the wrong area, moving back to the original screen and then selecting the correct direction. A boss on the CG4 as the graphic screens take time to load from disk. I would have much preferred some sort of compass rossette as

a replacement. Then, at least I would have some idea as to what direction I was travelling in!

Graphics are well presented and the background music is pretty good on the CG4. Spot effects are minimal, though.

Good idea, but BAT suffers from a poor interface and inadequate design.

**RATING - 58**

**GAME -  
BUCK ROGERS**

**VOL.1 -**

**COUNTDOWN TO  
DOOMSDAY**

**PRODUCER - BSI/**

**US GOLD**

**PRICE - £24.99 DISK**

Basically the plot to Buck Rogers surrounds the RAM (Russo-American Mercantile) organization based on Mars. They want to



control the Solar System, your task is to stop them by leading the NEO (New Earth Organization).

Using an updated AD&D system Buck Rogers displays many improvements. The complex skill system being the most influential.

Attributes hold one surprise. "Tech" measures a character's technical knowhow. Character classes, as in the fantasy genre, may only have certain careers. The available careers are interesting and varied. Rocketjocks and engineers mix with rogues and warriors.

It is the skill system that provides the heart to the game and the qualification for each career, via minimum skill values. Rocketjocks can, for example, pilot a fixed wing, a rocket, etc. General skills are also included. They are listed as "extra curriculum" in the manual. During character creation and level increases you are able to allocate points to any skill you have. Skills have a direct influence in the game. Leadership skills may

attract NPCs into the party during combat sequences, for example. Combat uses the usual round-



side-view - ideal for tactical play. Combat is divided into "segments". Each segment includes a detailed array of variables such as performance in terms of manoeuvring, tactics, initiative and so on. Terrain can be used during tactical play which adds the tactical realism.

Space combat is also available and includes boarding and salvage as options. Many of the menu options are similar in their effects to the AD&D menu system, with modifications such as a bar-restaurant instead of the tavern, for example. Extra facilities such as using the library skill to find info is integrated well.

The skill system integrates smoothly into the high-tek SF



atmosphere giving a lot more depth to gameplay. Each of your characters appear more as "individuals" rather than just an assortment of a few reworked stats such as charisma and strength.

As time is passing we are seeing RPGs separate into many sub-groups, some of which should be directly compared to each other as they all occupy their own little niches and strive for different objectives. Some RPGs are pure hack'n slash (Blade's Fate) while others rely on interaction to succeed (the later Ultima). Buck Rogers depends on tactical combat to win the game.

As such, the combat is excellent and will be enjoyed by tacticians everywhere. Also because of the large amount of detail



provided for each character (both in normal play and during combat) the game quickly becomes absorbing and addictive. Consequently, Buck Rogers is the finest "tactical" RPG on the market.

**RATING - 92**

## ADVENTURE MAG ROUND- UP PT.3

Up in the rather remote of Bonnie Scotland - Glenelg, Flie to be exact, is a helpful chappe by the name of Mike "Bonnie" Blackford. Soave helpful is our Bonnie Mike that he writes a Bonnie mag called Spellbreaker. Sooo wonderful is Spellbreaker that I must insist that you buy a copy. In fact buy three - one to carry around in your jacket, one to take to the loo door to read during times of contemplation and another to the chimney stack if ever you find yourself fixing the roof and suddenly find that you've forgot to bring your jacket. Happens to me all the time.

Spellbreaker is jam packed with hints, tips, solutions and maps for just about every adventure under the sun, under the bed and under the arse. Oh - and then there's bits of Bonnie Blackford too, plus letters, the odd literary story and features. Value for money or what? Mike also offers a solution service in which, for a nominal fee, you can request a whole host of adventure solutions and maps.

Spellbreaker (an A5 size mag including around 90 pages - if you don't like cover) can be purchased for a piffling £11.50. If you would like a subscription just mail off that by 12. European readers should pay £2.50 per issue as about the rest of the world using surface mail. Air Mail (rest of world) costs £2.00 per issue.





punch - or rather a laser beam - and your supply of magic can be upgraded as you progress in the game.

Throughout the game are various little buddies of yours that the Demons who have kidnapped the villagers left behind. Collect enough of these fuzzy bunnies and you can spend them at the witch's shop for extra weapons. Unlike your own wispy magic these new spells can be used to create curving weapons, rapid firing or long range ones. If in a tight corner you can use one of your limited flamethrowers to great effect!

Your energy is depleted on contact with one of the nasty

# CREATURES



THOMAMUS

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Something incredibly cute is coming your way...

you grasp the challenge firmly by the horns. Taking the advantage of its eyes entering something you follow the footprints...

Anyone who has ever played a platform game (and that's about 99% in 1998 if you) will take to *Creatures* immediately. It's almost sickeningly cute, incredibly colourful and frantic, with loads of great sprites, dinky tunes and parallax scrolling. Despite your cutely appearance you can pack a

**W**ell, last month you had the preview, here's the review. *Creatures* are still incredibly cute. What's more they are very cuddly, very colourful and very likely to be very dead if you don't rescue them very fast!

You are a born hero...after all, every other creature is happy eating the nourishing (yet rather boring) plant life that grows near to the village. After years of dull weeds for tea (Mik knows about that...), you decided to go adventuring to find a yummy basketful of kark. However, on your return with the berries that Malibu Ratton was so kind to supply you with, you find to your horror that the village is deserted! What's more, there are huge footprints leading (gasp!) into the scary side of your (supposedly deserted) island!

Pausing only to evil down the tasty berries to get your energy up,





## Fax

Furry Furry

Creatures can be found at almost every large social gathering... from Wimbledon to the CES show, loads of little bugs with those annoying furry feet and rolling eyes will be given away. Don't buy them though as they are being tortured! The colourful strap that advertises the product is in fact stapled to their head and causes severe brain damage!

# TURES



from your bones. Contact with them is almost always fatal so avoid them if at all possible. If it isn't possible to avoid them then blast them into little bits with your magic weapon!

Win through enough of the level and you can meet the nasty little Demon at the end. They are always nasty but this one is nastier than most. He has set up a torture for one of your furry chums! These tortures vary from level to level but the basic idea is to think your way to your pals' rescue and utilize the objects around you to free him.

Fail and painful death for the poor nite is always the result! However, success is rewarded with

the creature's escape and the vanquish of yet another Demon. Can you win through all five levels and destroy the REALLY nasty guy at the end of the game?

Question is, will you really want to? Happily the answer is yes. Creatures really is cute and the gameplay lives up to the great graphics, with a resoundingly addictive element that'll have you coming back to the keyboard time and time again. One to look out for, but don't look under the bed after you switch off the computer...



## skorebox

	9		7
	8		8

overall

91

creatures that inhabit the horrible side of the island. They come in all shapes and forms and although they are the enemy the Demon's servants really are cute to look at. They are just so colourful and wriggly as you are and it is a shame to dispatch them.

However, fail to do this and you could end up with a sore burning from lack of food - as they take no greater pleasure than sapping the very strength





**Beat-em-ups come and Beat-em-up go, and some give you a good hard kick in the goolies. Sean Kelly finds out which ones do what.....**

**I**t's a bit unusual if you think about it, but since just about the beginning of time, man has used beat-ups to sort out any dispute or argument that he might be involved in. It's not surprising really. It's faster and more conclusive than suing someone, and it gets rid of all that pent-up frustration. After all, straight after someone has just put you down in front of your mates there's nothing worse than being stuck for suitable reply, and none other than not a quick beat in the goolies serves just as admirably as a witty retail writhy of Oscar Wilde.

Of course, the human obsession with 'lampin' anyone and everyone who gets in someone's way for fun and sport hasn't been lost on the People Who Make Computer Games. So much so, in fact, that today you can't so much as announce a new computer or console without learning that System 3 are doing a version of 'The

Last Ninja' for it. But more on that later. For the kick off (kick off—good!) Please yourself (misses), let's go back through the mists of time, to where it all began....

The first major beat 'em up, of course, was 'The Way of the Exploding Fist', released by Melbourne House when they weren't one of Virgin Mastertronic's subsidiary labels. This caused what is known as 'a bit of a storm' when it first appeared. It spawned hundreds of imitators, some good, some bad, and most appalling. What it also did was provide computer gaming with one of the most enduring of genres. Here we present some of the landmarks in the history of beat 'em ups. Some are absolute show stoppers, some will keep you addicted to your computer for ages, and none of them are crap.

As with the shoot 'em up feature in the last ish, we've judged the beaties with a special set of markers. The first is graphics, which is fairly obvious. If it looks totally

tunty and colourful, it hits the high mark. If it looks like a Stone Roses single cover, it's pushing the lower limits. The second category is sound, which encompasses both tunes and noises. If it sounds atmospheric, and a well landed punch sounds like something out of Miami Vice, it's a boppy. If it sounds like a Scorpia and Big Fun record, forget it. The third marking category is 'funnies', let me explain the last one.

On some beat 'em ups, you have to draw on massive brain reserves to remember all thirty seven thousand moves and the sequence of eighteen joystick manoeuvres to carry out just one, whilst in others the most taxing decision you have to make is whether to kick your opponent in the nuts or punch him in the face. Either type of game can be rewarding in their own way, so the brain factor isn't an indication of

the games quality, but should give you some indication of whether you should bring your brain along, or rather you should leave it under the bed. The last of the four marks is the overall marks, which will tell you just how good this particular playing wonder found the game.

All clear? Good. Fists at the ready, let the punching begin.

## The Way of the Exploding Fist.

The granddaddy of them all, first released in 1985 or thereabouts, it's an absolute classic. The idea of the



game is simply to kick the living daylight out of your opponent as fast as possible. A number of moves are available, and there's nothing more satisfying than doing a quick spin before landing your opponent one on the side of his head and watching him go crashing to the floor. Way of the Exploding Fist also gets a special mention for the fact that singular sadists can set

the game on two player mode, and kick the blantly stationary opponent to oblivion. Yuck Yuck

This one's still got something special after all those years, and is still a playable little epic by anyone's standards. There's quite a few joystick manoeuvres to get to grips with, but once you have them sussed, Fist becomes an eminently playable and addictive game. Graphics are a tad rusty by today's standards, but don't let that put you off. It's a classic, and deservedly so.

**Graphics 78**  
**Sound 82**  
**Brains 85**  
**Overall 82**

**Punch Line:** The first real beat 'em up, and still one of the best.





## Fist II

Not surprisingly, this one is the sequel to *TWOOT I*, and comes out quite a few years later. This one takes the basic premise of the first game, but throws in a massive arcade adventure as well. You are descended from a grand master, and have been entrusted with defeating the evil warlord by travelling all over the shop, finding magical scrolls and

**Punch Line:** A tad disappointing after its predecessor, but still more than playable.

## Bushido: The Way of the Warrior

This one is a Microprose game programmed in Graftgold by a team including Steve Turner, in which the main aim is to infiltrate a castle in which the enemy of the leader of your clan has entrenched himself, and regain control. (Deal easy or what?) The player can choose who he sends into the castle to carry out his aims, from the megastuffily Ninja to Monks and Yamabushis, or Mountain Warriors, the

type of bloke who wrestles Tigers and farts in bean faces for a laugh. In addition to the ninjag and



**Graphics 86**  
**Sonics 80**  
**Brains 86**  
**Overall 87**

**Punch Line:** An unusual but addictive variant that'll keep you coming back for ages.

# FOR THE LADS



temple because... erm... well, because.

This one isn't as good as it's predecessor, but then there's very few games that are. It's playable, that's for sure, and the music lends atmosphere to the game. But, perhaps because the playing area is so enormous, the graphics are, apart from the main sprites, pretty bland throughout. The arcade adventure element does enhance the game though, and mapping freaks could be playing this game for eons.

**Graphics 70**  
**Sonics 83**  
**Brains 84**  
**Overall 76**

fighting, there's tons of stuff to collect and use, and it all goes to make this one massively huge and sophisticated game.

The game is played in a self mapping isometric castle of sorts, and although the actual beat 'em up element isn't exactly the most



sophisticated, the gameplay is exciting and good fun. The graphics are good, and it's obvious that a lot of effort and thought have gone into making sure it looks and 'feels' good. As a consequence it has the look of one of those jet projects that someone develops themselves and then places with a software house once it's just about finished.

Unusual, but a game that you will keep on going back to to check out what's round the next corner.

## IK+

International Karate with a 'u' sign, along with some pretty good improvements, I must admit that this game from System 3 is probably my favourite beat 'em up of all time on the Commodore 64. On it's basic level it's quite simply a Karate variant with various international backdrops. Beyond that, though, it's quite simply a highly polished and addictive game.

The joystick commands are straightforward and fairly easy to learn, so you'll soon be bashing away with style and finesse. Unlike some beat 'em ups, there is also the challenge of opponents who get progressively more difficult to beat, and some thought has to go into



using the right resources against some of the tougher opponents. The music, sound effects and graphics are all excellent, and if you only get one beat 'em up out, make sure that this is the one.

**Graphics 90**  
**Sound 85**  
**Brains 80**  
**Overall 90**

**Punch Line:** The best, so colourful, so tuneful, so playable, so buy it.

## Bruce Lee

Based on the original and best of the cinema Kung Fu canon, this early C&G game featured a tiny sprite that you are meant to think looks like our hero, it doesn't, but that doesn't stop this game from being a bit of a corker. The aim of the game is to collect all the lanterns in a room before you will be allowed to progress to the next

room. You will be attacked by Ninjas and even nastier Green Yaks as you attempt to do this, but are able to leap around from ledge to ledge and climb vines and ladders in order to achieve your aims.

This game was first released in 1984, and boy does it look it's age. It even loads up with the American



National Anthem playing. But, although the game looks horrible, the sound isn't too bad, and it still plays pretty well considering it's age. As, far as it's aware, it's only available on a fan compiler called 'Karaté Ace', but it's still worth hunting out if you can find a copy. Dead old, but dead playable and dead addictive.

**Graphics 40**  
**Sound 60**  
**Brains 60**  
**Overall 75**

**Punch Line:** It looks horrible, don't sound much better, but people could still

learn a thing or two from the playability.

## Kung Fu Master

A basic scrolling beat 'em up, in which the aim is to use your ninjya skills to work your way to the fifth floor of the temple of the Wizard, in order to rescue the beautiful maiden he's holding captive. That's about it as far as scenario goes for this one.

I might be wrong, and fog me with a wet cloth as dipped in custard if I am, but I think this one



was based on an arcade game. One thing's for certain, it plays like one. The player has to work his way along through each floor of the temple, and on each he's assaulted by various beasts and enemies. The moves aren't sophisticated by any stretch, but it's good fun, and has tons and tons of 'just one more go' vibes about it. Fair play, and no messing.

**Graphics 78**  
**Sound 75**  
**Brains 75**  
**Overall 82**

**Punch Line:** A non brain tapping way of spending an afternoon.

## The Way of the Tiger

Why do most beat 'em ups have to have the words 'the way of...' thrown in somewhere, that's what I want to know. This Quentin also sold by the powerful payload when it first appeared. The scenario is the usual stuff about defeating the bad guy who's done your grand master wrong and so on. What's different is that Tiger involves three different disciplines, namely Unarmed combat, Pole fighting and Samurai Sword Fighting.

This is like a three game compilation in itself, really, as each discipline has its own individual and



distinct graphics and sonic style. The pole fighting is my particular favourite, although such is more than good enough. The programming is very polished, and the tunes are fab. It's out on the Klox label for these parts, and a bit of billy bargain it is too.

**Graphics 80**  
**Sound 83**  
**Brains 83**  
**Overall 82**

**Punch Line:** A trio of different but fun games that still look and sound a bit good.

## Ninja Remix

When System 3's 'The Last Ninja' first appeared on the C&G, it was astounding. It was like the best 'em ups of old, but done in full colour isometric projection SD. The aim was to mix your way around huge playing areas for some reason that escaped me at the moment, but that was hardly the most important point anyhow. Both games had massive playing areas, brilliantly drawn and animated sprites and

backdrops, and some of the best music you'll ever hear on a C&G.

The Ninja Remix features chunks of both games, polished up and banged together for today's



audience. But, it's not released yet. So, let's prove those nice people at System 3 and find out all about it. Dad, dad...ing nig... 'Hello, System 3 aren't at home at the moment, but if you'd like to leave a message after the tone...Oh, and by the way, Ninja Remix is going to be totally fab and

spectacular, combining all the best bits of the first two games into truly funny gaming experience, well worth the sporadics any time.' Oh. That's alright then.

**Punch Line:** If it's as good as it's two predecessors, it'll be a bit of a classic.

Five People who would probably enjoy a good beat em up.

## 1. Bruce Lee

A bit of a ted, ol' Bruce, and given to cutting his inebriated round a bad guy's crotch without so much as a by your leave whenever the mood took him. It's also rumoured that Bruce used to hang around Southwark Pier during the summer season threatening to 'give a good kicking' to anyone who ever glanced in his direction. This rumour is not true.

## 2. James Bond

Famous spy and secret agent, who probably knows seventeen thousand ways to kill a man with his toenail clippings. (His own, that is, not the person he was killing. I mean, can you imagine 'I'm going to kill you now Mr. James, but before I do, would you mind clipping your toenails...')

## 3. Frank Bruno

Well known English pugilist, famous for his catch phrase 'Pass the sauce, Harry.'

## 4. Albert Einstein

Respected scientist and physicist, (what is not generally known is that he got his theory of relativity accepted by the scientific community by threatening to 'come round with the lads and give a seeing to' to any member of the scientific community questioning his assertions.

## 5. Sylvester Stallone

Highly regarded art expert and critic, well known for his sensitive portrayals of shrinking violets such as Rocky, Rambo and... oh, that's it. Just them two.



The YC team, and a similar chaotic bunch of hacks blast each other in the chests with remote controls. Jeffrey Davy reports on the event known only as.....



# QUASAR

## LASER-LIGHT FANTASTIC

**"E**at laser death, Editor scum!" cried the young freelancer, leaping from behind a wooden partition, pumping red-light death from the nozzle of his 'Phasar' weapon. The Editor gasped - "what treachery is this!" he groaned, as he slumped to the floor, too slow and old to beat the lithe, sprightly contributor

"...Well, you can always dream, ah readers? (Only joking, Rick! The closest to that I've ever got was at the headquarters of one of North London's newest (and possibly most militaristic and glibatorial pastimes - "Quasar" - the live action space game".

Poolishly, and many moons ago, a team of four (now mostly ex-YC staff - Rick Henderson (the Big Ed), Mark Newton (designer), Ashley Cotton-Cairns (contributor) and Martin Cossu (ex-photographer) - had challenged the "Best of the World" - myself, so-called 'contributor', Duncan Evans, New Pryce, Marcus Bamford, and a Galie called Michelle. They paid for their arrogance!

Quasar originated in Australia and New Zealand. It spreaded half way around the world to Tumpike Lane, North London, where it opened

in June last year. Since then it has gained 11,000 members with loads of potential space-warriors flocking to its converted cinema premises every day.

A new "franchise" (like a branch) has recently opened in Dublin with a wide futuristic plans layout and improved (more accurate) weapons and weapon packs (they talk and give a kick when you get hit).



There are currently plans to open two more Quasar Centres, in Romford and Manchester.

Games last thirty minutes and up to twenty people (in two - Red and Green - teams of ten) can scamper around the split-level arena. Each player has three "lives", displayed as red lights

on their front-mounted pack.

If they're shot, the lights flash and one goes out. Lose all three and they're DEAD. Well, alright then, more sort-of suspended animation - a small rejuvenating booth has to be visited to restore the life-lights before



going back to the game.

The guns themselves come in two different varieties. There is the standard type which glows red at the

end (which makes it a target - people can shoot that, causing the fur's owner to lose a life) and has a (ever-so-slightly inaccurate) range of 30 feet and the new "boomer" requires more accuracy but doesn't glow - this can be quite advantageous.

Players don't just "waste" people, there's a system of (personal) scoring - 100 per hit on an opponent, 500 on the enemy team's HQ (which lets out a siren sound when being shot), minus 30 if they're shot and minus 30 if they shoot a member of their own team. Up at the end of the hall is a large scoreboard which keeps track of team scores - this is the telling point at the end of the game, as the VC let found to their cost!

...The game began and the two teams slid silently into the dark, smoke-filled arena. Rushing to first vantage points from which to snipe at the opposition. Swirling lights pick out teeming figures, the flow of life-lights red against the near-impenetrable black, misty atmosphere.

Soon the sound of (expensive) laser-light wafted across the battleground, mixed with the thumping of feet, the wailing of the threatened HQs and the abusive shouting as someone was caught and "taken out" by a well-moving foot soldier.

Many people were caught in impossible impasse situations. Hal Henderson, for instance, crouched behind a wooden wall, taking wild pot-shots at anything that moved, trapping people nearby. Alternatively, the problem of just knowing that somebody is at the top of a flight of



them, with the option to garrote the opposition with their gun's wrist - you find these people



stairs, waiting for an urinary player.

For thirty minutes, the two groups waged violent, competitive war on each other until...

"I got completely unagreed" remarked your editor and mine Hal Henderson, emerging from a crushing defeat. "We were robbed" cried the VC team. They wanted the opportunity to gain opponents and fold them down whilst shooting

the well VC?

The result was a decisive 140 to 86 point victory for the "Rest of the World". Hal Victory was gone!

Gussar (London) is at: "The Gussar Centre", Froehner Road, LONDON, N8 6QX - 081-348 9788.



Prices: Membership (compulsory but lasts for a year once paid): £2. Games: Under 17 - £2, Over 17 - £4 (£2 before 6pm on weekdays).





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Rik Ross driving  
in his car, and  
it's crap! But

what does he make of this  
compilation of driving based  
arcade conversions.

**H**and Drivin' may never have been released on the console 80s before, but it's certainly doing the rounds when it comes to compilations. This is a shame because the game, on the C64, is a pile of doggy poop and no mistake. Runover has it that the final product was ported straight across from the Speccy but I don't believe it for a moment. For a start the Speccy version was a damn sight better than this (in fact I would add that it was

game that will send its way to the black bin liner in no time.

And Chase HQ is high on as well. Again the console 84 conversion was probably the worst version released of this classic coin-op. The idea is to

the realm of value. Hitting a VC Fun One in the very first issue of VC back in January, it's best left off its appeal. Nowadays it may be considered a tad too easy, but the gameplay, graphics and sound are all still on a par with what is achieved today, and it is a considerably decent driving game that may just lack a little in variation of tracks, a good game none the less.

And Turbo Outrun is still the best arcade driving game available, and it still better a lot of the Amiga games that are around. Programmed by the Probe team, it received a VC Fun One in the January issue also, and is still one of the games I like to get my teeth into when I've got a spare moment. The graphics are very nice indeed, and the scrolling and screen updating both give the best idea of speed that you're likely to see on our nations top selling home computer.

A compilation that you'd do best to avoid like anything if you've already got Power Drift or Turbo Outrun, otherwise you may want to invest your pennies, you may even



'chase' is come in a car over hill and dale and finally, upon catching up with hushes, you must dash the widely known stuff out of their car in order to make them surrender. More, although your car has absolutely no damage done to it even though lots of opponents lie everywhere, this is quite fun in the arcade.

Unfortunately the lack of any apparent speed, blocky enemy cars, difficult controls, and not enough



the best version of all. The graphics are janky even more janky than the next section in your school cantent, the sound is appalling (do dogs often wheeze like that?) and the gameplay is so mind numbingly crap that it would be very hard to take this version to the arcade 'mother' is any respect whatsoever. Add to this the fact that the opposing cars seem to 'bore' in on you whilst you peacefully keeping to the correct side of the road and you have a

## Fax

**Tyred Out**  
If you got a tyre pump and jumped a lot of air into your tyres, and kept on pumping, soon you'd have a total bang, be thrown on your back, and your tyre would be miraculously replaced with lots of bits of rubber. It is also advisable that you never go more than 100mph on a two-seater bicycle, your legs might fall off.

variation in gameplay, makes this a driving game to avoid. There ARE some nice touches, like the sound and the presentation of the screen layout, but if it was sound you were after your money is better invested in the new Happy Mondays CD.

Power Drift makes a desperate attempt to claw this compilation back into



find something in Chase HQ or Hand Drivin' that myself (and the rest of the VC team) failed to latch onto.

## skorebox

			<b>7</b>
			<b>6</b>

overall

**82**





## IT'S

## SYSTEM

System 3, possibly the country's top C&A publishing house, lies in the heart of Pinnes, hardly the cultural paradise of the world. Rick hikes his way to meet the team behind the best, and most well-known, trilogy ever, the Last Ninja saga...

If you think about it, System 3 is not one of the most prolific companies in software releases, indeed, although the company has been in

business in today's market.

This is mainly because the Calk brothers (Mark, co-founder, now a director) have always had the policy of concentrating on product that would appear well ahead of its technological time. And if you requested a look inside the System 3 big cabinet of trophies you'd be forgiven for thinking that you're inside Liverpool's show room instead. There is hardly a product in System 3's range that has gone without at least one gold-plated accolade.

But even if the products take years in development it doesn't guarantee that they're going to

contributory to its games' success.

In fact it is this innovativeness that caused the tads to be expelled from the PC Show in a very famous incident. In order to promote the game 'Twister - Mother of Harleins' (later changed to 'Twister - Mother of Charlotte') Mark



had

hired a group of scantily clad females to dance in 'Pans People' style. Some of the show's bigwigs thought took offence to the fact that the girls wore little more than strips

of leather, and thus the stand was closed down and System 3 was expelled from the rest of the show.

But the effect that this controversial event had on the industry was that every distributor and magazine was doing to get their grubby mitts on a copy of the game. And this only helped the game of the company grow, so that by the time of the next release everybody was waiting with more than eager anticipation. And this release was also to

change not just the growing company in Pinnes, but the entire industry, for this release was the first of possibly the most famous game series ever, The Last Ninja.

This was brought about mainly due to the fact that beat-em-ups



existence for nigh-on eight years, only 18 comic 64 games will have been released by the end of this year, a mere 2 a year on average. But you look at the track record, in fact only a couple of those games would fare

so the Calks' games, that is not the be all and end all of it. System 3 takes great pride in the fact that its products are innovative in every respect. The packaging, the marketing, and the PR stunts are all

# EMATIC

International Karate +) to update the theme, and release the first ever sequel of an original game. And it even surpassed the original in the praise that was aimed upon it. The Cokes also exceeded themselves on the packaging front by repackaging it, in order to give the game a new lease of short life, with a map, a new booklet, a subtle shuriken and a ninja mask all included in the limited edition box.

But during this time there was also a rift forming between System 3 and the company marketing all of its product, Activision. And this was stressed by the release of Dominator, a game that the Cokes would rather have just scrapped.

Due to the fact that it was a shoot-'em-up, and not in any way typical of a System 3 game.

Fortunately Tuckor managed to claw back some waning credibility, and Myth managed to secure that System 3 was once more one of the top C84 publishing houses in this country. In fact Myth had

such an in depth plot, a movie synopsis has been drawn up and is currently being touted around the movie moguls. And the Activision deal was to end with the release of Vendetta, which essentially revolutionised the Ninja formula, and added the extra element of a driving game.

So the company finally went its own way and with the release of Hunter's Quest (now in the C64GS package as

one of the

introductory games), it showed that business was as usual.

And as Achian states, "System 3

were very popular at the time, and Mark Cokes had more than



a passing interest in the



martial arts films essentially, so it was deemed to release a game that could capitalise on such a market. But System 3 wanted something a tad different from the norm, and besides the company had earlier released International Karate, a typical beatie. So Last Ninja was developed much the same as a film might be, with a complex plot, a storyboard and a definite plan of locations. And also adopting an idea popular of the time (the 3D view) The Last Ninja was nothing short of a masterpiece, and a programming achievement (by John Tuckor), a precursor to the title at that time) by which other pieces of software are still compared.

The game was such a success, and won so many awards, that System 3 was later (after the release of another milestone in its game,



has a license in itself, in the form of the Ninja series", and we are once again to be treated to doses of the formula, although things have been much updated. The company even feels that its Last Ninja 2 is outdated, so much so that we now see the release of Ninja Remix, a reworked version of the previous game. This is essentially, though, a tasker for Last Ninja 3, by far the most impressive of the trilogy, and a real contender (at this early stage) as the best console 64 game EVER.

So System 3 still grows (especially with the announcement that it'll be supporting the C64030), and the games are still way ahead of their time, and if this continues for

much longer the Cales will have to invest in a bigger cabinet to keep their wares in.



## EVERY SYSTEM 3 C64 GAME EVER (PROBABLY)

Death Star Interceptor  
Colony Seven  
Laser Cycle  
International Karate  
Twister - Mother of Charlotte  
Last Ninja  
Bangkok Knights  
International Karate +  
Last Ninja 2  
Dominator  
Tusker  
Myth  
Vendetta  
Pimbo's Quest  
Ninja Remix  
Last Ninja 3



## GAMES TO COME

**Borderline** - Formerly Turbo Charge, this is a driving game that promises to break new barriers in the genre. The programmers even use a gigantic Shunshiro set for scenery. Etc...  
**Yes!**  
**International Karate Deluxe** - The sequel to the sequel of International Karate, once again written by Archer McLean.  
**Down of Steel** - This is Myth 2 and is gonna be well wicked (more awards on their way).  
**Deadlock** - A shoot-em-up kind of arcade adventure kind of thing.  
**Haunted** - Etc... But much is known about this'ya.  
**Pimbo's Quest 2** - Currently being coded, and obviously the sequel to Pimbo's Quest.





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